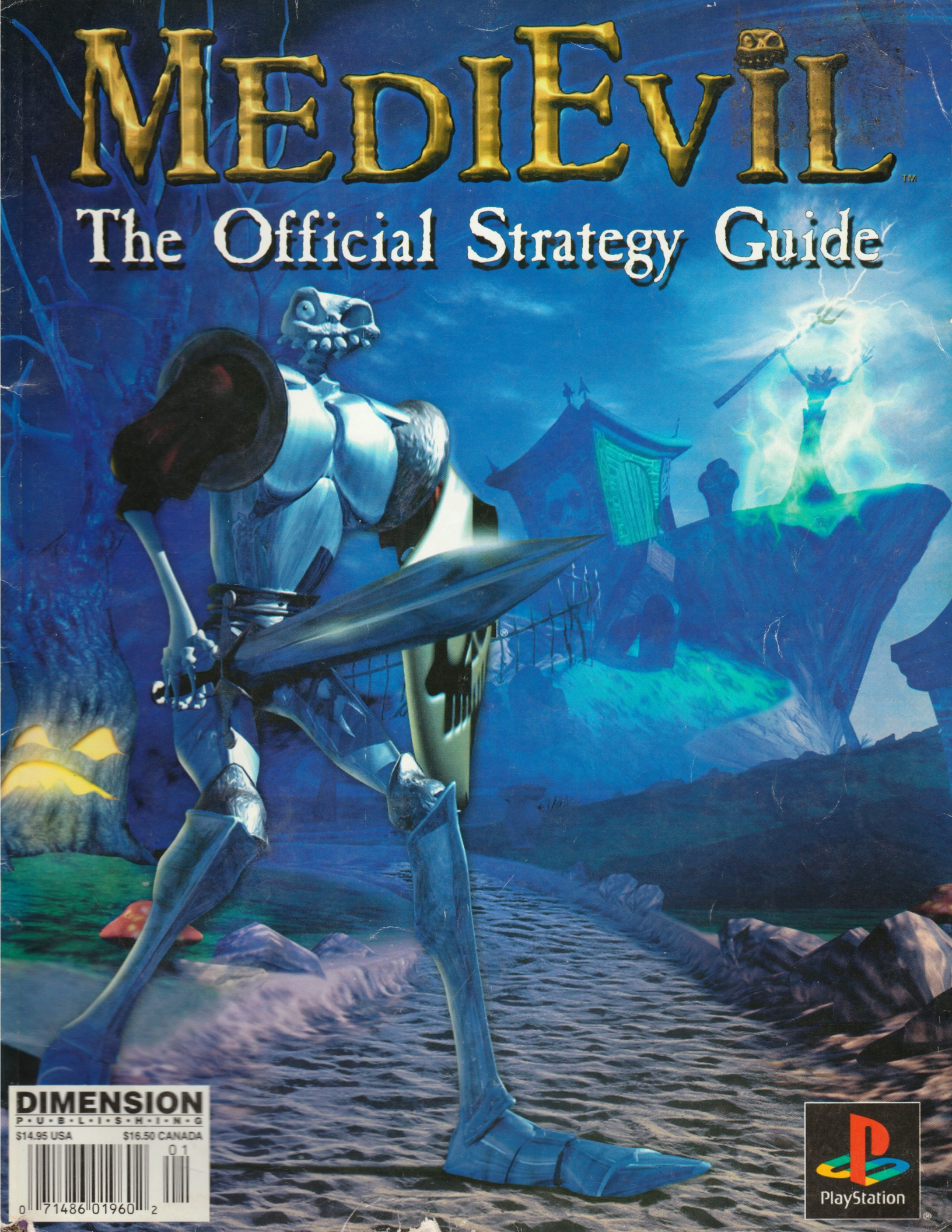
MediEvil™

The Official Strategy Guide



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PlayStation®

MediEvil™

The Official Strategy Guide

CREDITS

Publisher
DAVID J. WINDING

Author
GREG OFF

Production & Design
DAVID SILVIERA
TIM LINDQUIST

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Special Thanks:

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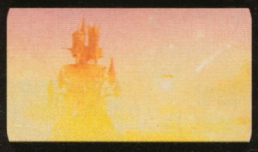
Meet Sir Daniel Fortesque, an unlikely hero who died an ignoble death at the hands of the evil sorcerer Zarok and his army of undead. While the history books tell how Dan single-handedly halted the invasion, the truth is that Dan fell within in seconds of the commencement of battle, struck in the eye with the very first arrow fired. 100 years later, Zarok has returned, using his dark magic to create a new armada of undead warriors, but also unknowingly re-animating Dan's old bones in the process. This will be Sir Dan's one and only chance to prove his worthiness, become the hero the people of Gallowmere think he is and once and for all take his place in the coveted Hall of Heroes.

TABLE OF CONTENTS



GETTING STARTED 8-9

LEVEL 0 – DAN'S CRYPT 10-11

LEVEL 1 – THE GRAVEYARD 12-15

LEVEL 2 – CEMETERY HILL 16-19

LEVEL 3 – HILLTOP MAUSOLEUM 20-25

LEVEL 4 – RETURN TO THE GRAVEYARD 26-29

LEVEL 5 – SCARECROW FIELDS 30-35

LEVEL 6 – PUMPKIN GORGE 36-39

LEVEL 7 – THE PUMPKIN SERPENT 40-43

LEVEL 8 – THE SLEEPING VILLAGE 44-49

LEVEL 9 – THE ASYLIM GROUNDS 50-55

LEVEL 10 – INSIDE THE ASYLUM 56-59

LEVEL 11 – ENCHANTED EARTH 60-65

LEVEL 12 – THE ANT CAVES 66-69

LEVEL 13 – POOLS OF THE ANCIENT DEAD 70-73

LEVEL 14 – THE LAKE 74-79

LEVEL 15 – THE CRYSTAL CAVES 80-83

LEVEL 16 – THE GALLOWS GAUNTLET 84-87

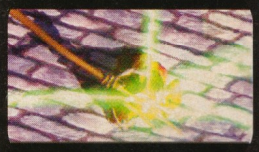
LEVEL 17 – THE HUANTED RUINS 88-93

LEVEL 18 – THE GHOST SHIP 94-99

LEVEL 19 – THE ENTRANCE HALL 100-101

LEVEL 20 – THE TIME DEVICE 102-107

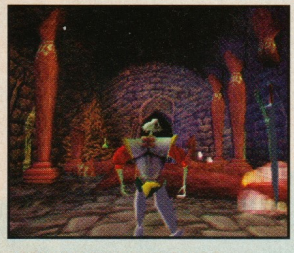
LEVEL 21 – ZAROK'S LAIR 108-111



getting started

Before Sir Dan embarks on his daring quest, don't you think we ought to get him reacquainted with his old pile of bones? After 100 years and some serious decay, Dan's going to need quite a bit of practice and a lot of help from you, if he's going to survive to the bitter end and take down Zarok, that no-good sorcerer. Let's test Dan's mettle!

UTILIZING THE CAMERA:



On occasion, Dan will need to survey his surroundings more closely with his one good eye. This can be done in two different ways: 1) It's possible to manually rotate the camera to the left or right via the L2 and R2 buttons. This function comes in handy when you want to keep the camera behind Dan for some of the more harrowing areas, where an accidental movement could be dangerous. 2) It's possible to actually zoom in and look around via "Dan-Cam Vision". To do this, just hold the L2 and R2 buttons down simultaneously while utilizing the D-pad or Analog Thumb-stick to look around, 360 degrees.

**Note, there will be some instances where you won't be able to use either function, due to a wall or obstruction blocking the camera. In this case, an icon will appear on the lower right corner of the screen letting you know that camera movement is not possible. Just move Dan around a bit until you free the camera up.*

MOVIN' THEM BONES:

While Dan might look like he's had better days, there's still some strength and agility left in them bones. Below is his repertoire of moves:

JUMP: The most basic of basic moves ever found in an action platform game, and one that you'll be using a lot. Make sure to get a feeling for how far Dan can jump before attempting to jump across some of the larger gaps between platforms and walkways.

MAIN ATTACK: When pressed, Dan will attack with whatever weapon you have selected from his inventory. It's a no-brainer.

SECONDARY ATTACK: This charge-up attack will deliver a lot more damage than Dan's main attack. By holding down the button for a few seconds, the weapon Dan has selected will "charge-up" and glow. When let go, it will inflict approximately double the damage of your normal attack. Have at it!

**Note: Not all weapons can be used with the Secondary Attack. Experiment to see which ones do and don't work.*

ACTION: Besides being the button for attack, Dan can use the Action button to speak with the Gargoyles, read any of the numerous books on each level or talk to certain "friendlies", such as the Jack of the Green.

RUNNING AND WALKING — D-PAD OR LEFT ANALOG THUMB-STICK: Using the D-pad, Dan will casually walk in any direction you point him in. Walking is good for small platforms and precision jumps where you need to line Dan up with a specific edge. To run using the D-pad, just double press and hold in the direction you want him to go and he will trot that way. Dan will continue to run until he is stopped, or hits an object or enemy. Using the left Analog thumb-stick is a bit different. In this normal Analog mode, the thumb-stick is actually sensitive to touch so if you push it slightly, Dan will walk slowly. Press it a bit harder, and Dan picks up speed. By pushing it all the way in any given direction, Dan will run.

**Note: You can turn on the option to toggle the ability to walk with the Analog thumb-stick in the control options screen. When turned on, by pressing down on the thumb-stick, Dan will automatically go into walk mode. Pressing it again, will toggle back into Dan's normal Analog mode.*

BLOCKING AND DUCKING: In order to defend himself from the vicious attacks of Zarok's minions, Dan can wield a selection of shields. By pressing down and holding the Block button, Dan will crouch and hold his shield up in defense. If Dan is not in the company of a shield, pressing and holding the same button will cause Dan to duck down.

THE DARING DASH — BLOCK AND D-PAD OR ANALOG THUMB-STICK COMBINATION: The Daring Dash is not a move that Dan starts out with in the beginning of the game. In fact, you don't earn it until a you've defeated the Guardians of the Graveyard in the Return to the Graveyard level. Once it's acquired, it's simple to use and will come in quite handy as you move forward in your adventures. Just hit the Block button while running in any direction and Dan will do a short dash while holding up his shield in defense.

SIDE-STEP AND BACK-STEP — R1: By holding down the R1 button in combination with the D-pad or left Analog thumb-stick, Dan can side-step left or right or walk backwards while facing forwards.

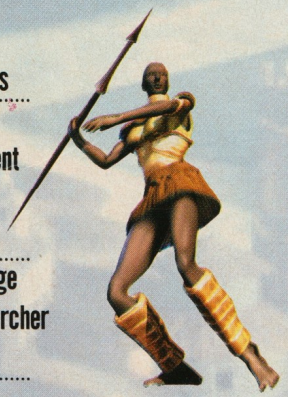
SELECTING AND TOGGLING TARGETS — L1: When you have a projectile weapon equipped (such as the Crossbow, Throwing Daggers, Spear, etc.) a Firefly appears and will track the nearest enemy, allowing Dan to lock onto it. You can then hit the L1 button if you want to send your Firefly to the next nearest enemy and so on, allowing you to toggle through a group quickly in order to eliminate the most immediate threat.

INVENTORY: Hitting the Select button brings up Dan's Inventory selection screen. Use the D-pad or Thumbstick to scroll through his available weapons and items then activate it with the X button.

HALL OF HEROES:

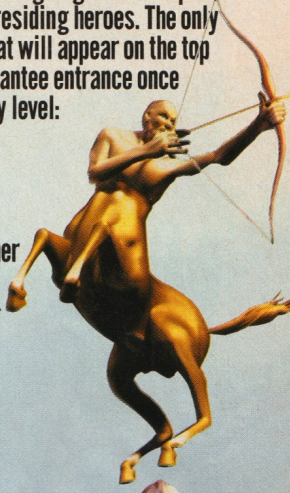
The Hall of Heroes is where true heroes go after they pass on. It's a magical and lively place that is home to some of the most honored and famous warriors, knights and fighters that Gallowmere has ever seen. In order for Dan to take his rightful place besides these great fighters from Gallowmere's past, he's going to have to prove himself and make amends for his ignoble death. Until that happens, Dan will get the chance to temporarily visit the Hall and get the aid of the residing heroes. The only way to gain entrance is to first kill enough of the enemies on any given level, until you've filled the Chalice of Souls 100% (there is a meter that will appear on the top of the screen showing your progress). Once this has been accomplished, you will need to find and nab the mysterious Chalice, which will guarantee entrance once you've finished the level. Below is a chronological list of heroes you'll visit, and weapons and items you'll gain, if you find the Chalice in every level:

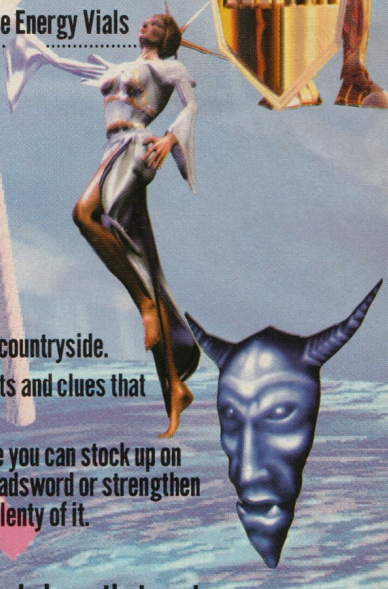
1st Floor
After The Graveyard
Hero: Canny Tim
1st: Crossbow
After Cemetery Hill
2nd: Life Bottle
After The Hilltop Mausoleum
Hero: Stanyer Iron Hewer
1st: War Hammer
After Return to the Graveyard
2nd: Two Treasure Chests
After Scarecrow Fields
Hero: Woden the Mighty
1st: Broad Sword
After Pumpkin Gorge
2nd: Two Treasure Chests
2nd Floor:
After The Pumpkin Serpent
Hero: Imanzi Shongama
1st: Spear
After The Sleeping Village
Hero: RavenHooves the Archer
1st: Longbow



After The Asylum Grounds
Hero: Karl Sturnguard
1st: Gold Shield
After Inside the Asylum
Hero: RavenHooves the Archer
2nd: Flaming Longbow
After the Enchanted Earth
Hero: Bloodmonath Skull Cleaver
1st: Axe
After the Ant Caves
2nd: Three Treasure Chests
After The Pools of the Ancient Dead
Hero: RavenHooves the Archer
1st: Magic Longbow
After The Lake
Hero: Dirk Steadfast
1st: Magic Sword
After The Crystal Caves
Hero: Megwynne Stormbinder
1st: Magic Lightning

2nd Floor:
After The Gallows Gauntlet
Hero: Ravenhooves the Archer
1st: Life Bottle
After The Haunted Ruins
Hero: Imanzi Shongama
1st: Two Energy Vials
After The Ghost Ship
2nd: Two Energy Vials
After The Entrance Hall
Hero: Karl Sturnguard
1st: Four Treasure Chests
After The Time Device
Hero: Dirk Steadfast
1st: Life Bottle
After Zarok's Lair
Hero: Megwynne Stormbinder
1st: Three Energy Vials





GARGOYLES: There are two variations of Gargoyles found in Gallowmere and its surrounding countryside.

The standard Gargoyle can't resist showing off how clever they are and will often give Dan hints and clues that might aid you in your quest.

The Merchant Gargoyle will aid Dan by selling its many wares and services at a price. Here is where you can stock up on depleted weapons such as Daggers, Spears and Bolts for your Crossbow, as well as enchant your Broadsword or strengthen your Shield. The only payment the Merchant Gargoyle accepts is Treasure, so make sure you collect plenty of it.

Now that you've got down the basics, it's time to head out into the eternal night, track down that nasty Sorcerer and reclaim your right as a member of the Hall of Heroes. Good luck!

dan's crypt

legend

RUNE STONES:
STAR RUNE

LIFE BOTTLES: 1

ENERGY VIALS: 2

FOUNTAINS OF REJUVENATION: 0

WEAPONS AND SHIELDS:
SMALL SWORD
THROWING DAGGERS
COPPER SHIELD

SPECIAL ITEMS:
NONE

ENEMIES:
NONE

Ah, home sweet home! Dan's Crypt is a place where a guy can safely rest his bones, without the intrusion of Zarok and his horde of undead forces. This is as good a place as any (and better than most) for Dan to come to grips with his new-found lease on life. We recommend coming back here from time-to-time, especially when you need to replenish your money, as there's always plenty of Treasure to be found.

puzzles

Puzzle 1. There's only one "puzzle" in Dan's Crypt. You can't actually solve it until a little bit later in the game, so you'll have to come back for it. Basically, there's an off-color section of wall in the main hall. (1) It can only be crushed with either a sturdy weapon — both the Wooden Club and Hammer will do — or be brought down with the Daring Dash. The Daring Dash is an ability Dan acquires in the Return to the Graveyard level, allowing him to charge at enemies or break open weak spots in walls. In any event, once you have the proper weapons or the Daring Dash, return back to the Crypt and claim your prize — a Life Bottle and some Treasure. (2)

1
R.I.P.
Those pesky Gargoyles, is that sarcasm they're spouting out? Obviously, they have too much time on their hands (what with sitting around for eons attached to a wall). Pay no attention to these two, we'll show them who's boss.
2
R.I.P.
Straight ahead are your first two weapons, the Small Sword...
3
R.I.P.
...and, a little further up, the Throwing Daggers.
4
R.I.P.
You might as well nab the Life Bottle that's sitting on top of this caved-in section of the crypt. You're going to need every single one you can get your bony fingers on.
5
R.I.P.
Head back up and to the right, into the secondary hall of the crypt. In here, you'll find all sorts of goodies, including the Star Rune...
6
R.I.P.
...a little sack of Treasure just beyond the water duct...
7
R.I.P.
...and a Copper Shield residing inside this chest.
8
R.I.P.
Well, we've done all there is to do in the crypt for now. It's time to head on out, start your quest and reclaim your right as a member of the Hall of Heroes. Insert the Star Rune into the hand next to the gate to open it and head on up the stairs to the exit.

the graveyard

legend

RUNE STONES:
- Chaos Rune
- Earth Rune

LIFE BOTTLES: 1

ENERGY VIALS: 0

FOUNTAINS OF REJUVENATION: 2

WEAPONS AND SHIELDS:
- Copper Shield

SPECIAL ITEMS:
None

ENEMIES:
Zombies

Our first stop on Fortesque's journey is the Graveyard. Zarok's magical powers have reanimated the dead and they are more than a little irked at being awakened from their eternal sleep. It would be wise to explore every nook and cranny; collecting Treasure as you go and killing every enemy in sight. Word to the wise — watch out for rising coffins! This is a good level to come back to, if you need energy or treasure.

puzzles

Puzzle 1: Chalice of Souls: The Chalice of Souls (1) is sitting out in the open behind a locked gate. Explore all you want, you won't find a key. The trick to opening the gate lies within the angel statue sitting in the courtyard. (2) A swift whack with your sword will rotate the angel to face the gate, thus unlocking it in the process. Have at it!

Puzzle 2: Treasure Chest: While not necessarily a tough puzzle, there is only one way to get to this booty. If you run up these stairs (or down, depending which way you're facing), (3) you will come to a grassy area. (4) If you hop onto the grass, but stay on the right side of the fence, you will be able to make your way back, along the ledge and drop down to the chest. (5)

new enemies

ZOMBIES: The only enemy you'll face in the Graveyard is the slow-witted zombie. These lumbering goons come in a variety of colors, but all act just about the same. They stumble about aimlessly until they pick up your scent and will even fall flat on their faces from time-to-time. A few well-placed swipes from your Small Sword will send them back to the grave.

1
R.I.P.
Don't mind these harmless severed hands, they're wandering around in search of their owners.
2
R.I.P.
If you head forward a bit, then turn to the right and back around the fence, you will find youself a little bit richer.
3
R.I.P.
Your first enemy comes shooting out of the ground in a coffin. A couple of thrusts with your Small Sword will send his soul packing — the zombies in this level shouldn't be too much of a challenge.
4
R.I.P.
Whenever you see a group of enemies of two or more, it's always fun (and sometimes prudent) to charge-up your weapon and let it loose right in the middle of them. A lucky shot will sometimes take them all out in one fell swoop.

5

R.I.P.

To the right of this roundabout is the first Rune of the level; the Earth Rune.

6

R.I.P.

This is the first time you'll come into contact with a fountain of rejuvenation, soak up it up if you need it.

7

R.I.P.

Insert the Earth Rune into the hand to gain entrance into this section of the Graveyard.

8

R.I.P.

Dead ahead is the second Rune; the Chaos Rune.

9

R.I.P.

Turn around and head back to this torch-lit gate and get rid of that Chaos Rune.

10

R.I.P.

This angel statue in this intersection is the key to getting the Chalice of Souls in this level. One whack with your sword will turn it to face the gate, thus opening it (you probably don't have enough souls to get it yet, so we'll come back).

11

R.I.P.

Now turn the angel statue to face to the left of the intersection and head down this passage.

12

R.I.P.

In this area you'll be faced with another batch of zombies but will berewarded with two chests filled with Treasure and a sacred Life Bottle.

13

R.I.P.

Continue forward and drop down into this muddy area and give those zombies some what-for!

14

R.I.P.

With this last batch of zombies, you should have collected enough souls to fill the Chalice. Turn to the right and head up these stairs and down the next set, which will take you back to the Chalice.

15

R.I.P.

Before we get the Chalice, here's puzzle number two: Hop up on this patch of grass opposite the fence.

16

R.I.P.

Work your way around the precarious ledges until you can drop into this little area which is host to yet another Treasure chest. Once you've nabbed it, hop onto the stone slab then over the fence onto the path.

17

R.I.P.

Now it's the Chalice...

18

R.I.P.

...then back up the stairs and down to the muddy area.

19

R.I.P.

Ignore the big wooden doors as you head up the stairs, you won't be able to gain entrance to this area until later-on in the game.

20

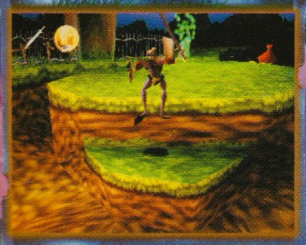
R.I.P.

Before we finish off the level, hop up this area to the right and collect the Treasure chest. This is also the first time we are introduced to the Merchant Gargoyle. Stock up on your daggers if you wish.

21

R.I.P.

To finish off the level, it's a quick dash straight down the path — stopping for a quick rejuvenation and some Treasure...



22

R.I.P.

...a Copper Shield in this chest...

23

R.I.P.

...and across the watery bridge to the exit on the other side. The Hall of Heroes awaits!

cemetery hill

LEGEND

RUNE STONES:
None

LIFE BOTTLES: 0

ENERGY VIALS: 5

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
Copper Shield
Wooden Club

SKULL AND CROSS BONES: 1

SPECIAL ITEMS:
Witch Talisman

ENEMIES:
Zombies
Ghouls

WELL, IT DIDN'T TAKE TOO LONG FOR ZAROK TO DISCOVER THAT YOU ARE ON TO HIS EVIL SHENANIGANS. WHAT KIND OF FIENDISH TRAPS AND PITFALLS DOES HE HAVE PLANNED FOR YOUR CREAKY OLD BONES? CEMETERY HILL IS BRIMMING WITH GHOULS AND ZOMBIES, AS WELL AS A TRICKY TREK UP A STEEP HILLSIDE — COMPLETE WITH DEADLY ROLLING BOULDERS. IN ADDITION, THIS LEVEL IS HOST TO THE FIRST OF THE MORE FIENDISH PUZZLES OF THE GAME.

puzzles

Puzzle 1: Getting into the Cave and pillaging the goods: To break into this underground cave, you're going to need a hefty weapon. (1) There's a Wooden Club to be found on this level, but it isn't exactly out in the open. Here's how to get it: Jump over the lava pit and start heading up the path on the hill. When you pass this wall (2) go down the grass to the other side (you'll know you're in the right area if you see a serpent image carved into the ground). Break open the chest in this area and you'll be rewarded with the Club. Now, take the Club back to the entrance of the cave and force your way in. Once inside, you'll encounter the second part of the puzzle. See this inconspicuous bookcase? (3) Smash it down and go inside the hidden room behind it. Besides some useful information regarding summoning witches, there's a fire burning bright in the center. Take your Club and stick it into the middle of the flames to light it on fire. (4) Now, head into the opposite room up the stairs. Use your Club to light the pedestal in the middle of this room which, in turn, will open up all of the caged alcoves along the walls. Beware, there are quite a few baddies just itching to get at you. (5) Once you've cleared the room of the undead, snag the goodies, which include a Copper Shield, the coveted Witch Talisman, a Treasure Chest, an Energy Vial, and the Chalice of Souls.

new enemies

GHOULS: In addition to the slow and dim-witted zombies, there are a few ghouls running around the cemetery looking to gnaw on your bones. Once they spot you, these guys will come at you in a mad dash. If they miss, they will hit the nearest object and fall flat on their face(s). You can use Dan's handy side-step manuever against them if you like, moving out of the way at the last second when they dash at you. Give them a few sword swipes when they get in close proximity, or after they have fallen, but be prepared to take a couple of hits.

1

R.I.P.

You start off in this area free of baddies, but don't be fooled into a false sense of security, they're out there waiting for you just beyond the walls.

2

R.I.P.

Outside the safe haven, you have three options: Head up the hill, go to the left toward the pack of zombies or head to the right under the archway. Let's go left.

3

R.I.P.

See this chest with the skull and crossbones on it? Inside is an energy-filled bomb that will do severe damage to any enemies within its limited range. We suggest you break it open and try it out.

4

R.I.P.

After taking care of the zombies, snag the Energy Vial sitting inside this area. Be sure to check out the Merchant Gargoyle and stock up on bolts for your Crossbow while you're here.

5

R.I.P.

Now it's time to start taking care of the puzzle in this level. Head up and over the lava pit (avoiding the boulders) and start your way up the hillside path.

6

R.I.P.

Dan can clear a single boulder by jumping over it, running to either side of it or by using the alcoves created by the steps for some temporary relief. But don't get too secure, often the red boulders will cut down the steps, pushing Dan backwards toward the bottom of the hill.

7

R.I.P.

Jump down the other side of this wall after the first set of steps and you'll find yourself in a closed-off area with a couple of ghouls and an image of a serpent imprinted in the ground.

8

R.I.P.

Break open the chest found here for a Wooden Club, just what the doctor ordered!

9

R.I.P.

Use the Club to break through these rocks then head across and through the archway.

10

R.I.P.

The Club will come in handy again, use it to gain entrance to this ancient cave.

11

R.I.P.

Once inside, after taking care of the lingering zombies, use the Club once again to smash this bookcase.

12

R.I.P.

Don't put that Club away yet, stick it in the middle of that flame and set it afire.

13

R.I.P.

Now quickly head out of the room, up the staircase and into the opposite room. In here, you can light the pedestal in the middle of the room on fire by bashing it with your lit Club, thus opening all of the gated alcoves on the surrounding walls.

14

R.I.P.

Switch to your Sword and take on the savage beasts that come pouring out. After the battle (which should fill up the Chalice of Souls 100%), collect your bounty, which includes the Witch Talisman and the Chalice.

15

R.I.P.

Now lets tackle the hillside. Your best bet would be to utilize the inset steps and wait for the boulders to pass by before moving on. It's possible to use your shield to block and destroy the boulders, but that ends up too time-consuming.

16

R.I.P.

Ignore the chests strewn along the sides of the path, and just get yourself to the top. Once there, the Gargoyles will self-destruct and allow you to take a breather.

17

R.I.P.

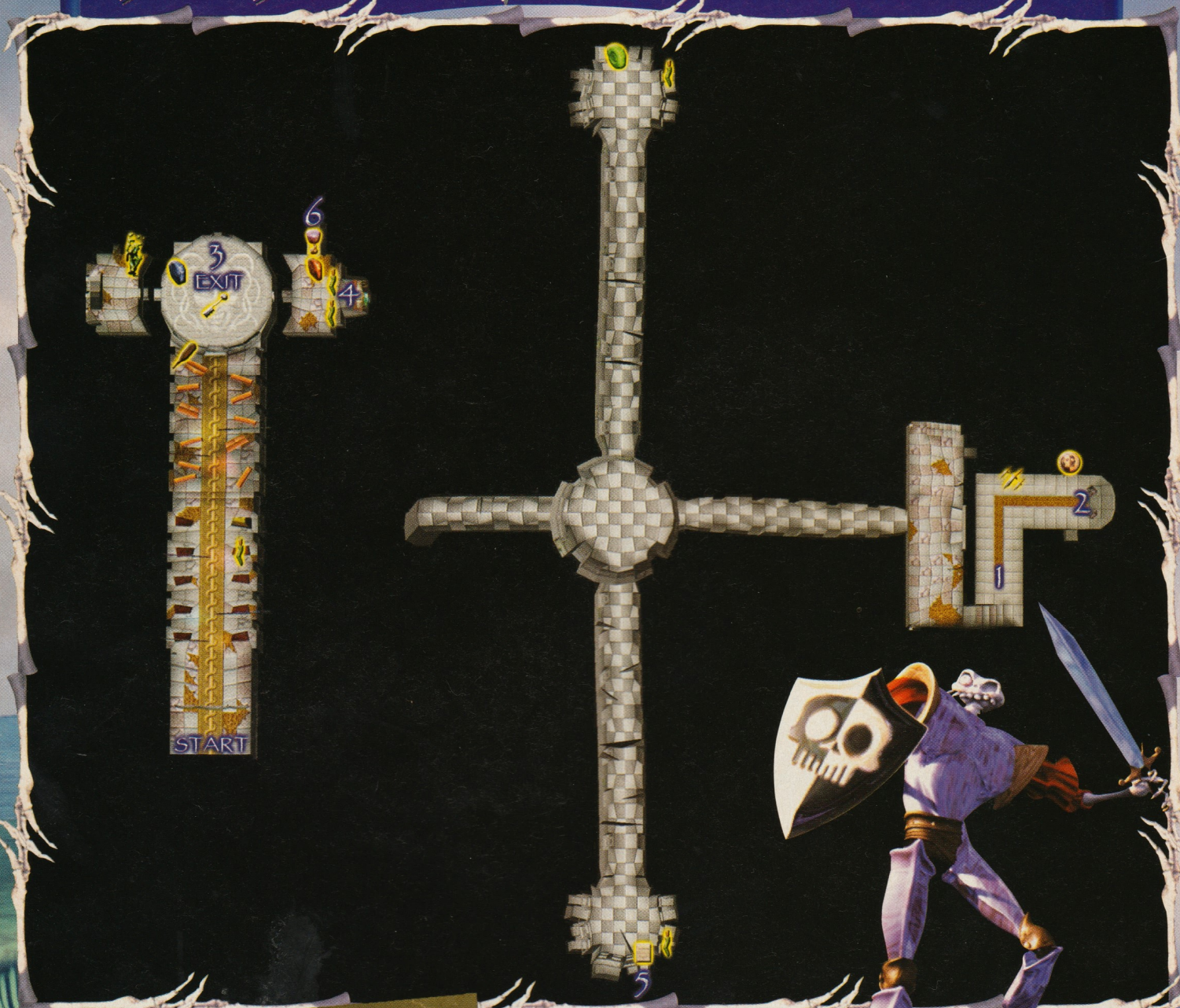
Now that the immediate threat is gone, why not head back down the hill and see what you've missed? Be sure to use your Club and slam these rocks strewn about as they will sometimes offer up valuable items.

18

R.I.P.

Head back up, soak up the juice in the fountain if needed, grab the Treasure and head into the Mausoleum.

the hilltop mausoleum



legend

RUNE STONES:
- Moon Rune
- Chaos Rune
- Earth Rune

LIFE BOTTLES: 0

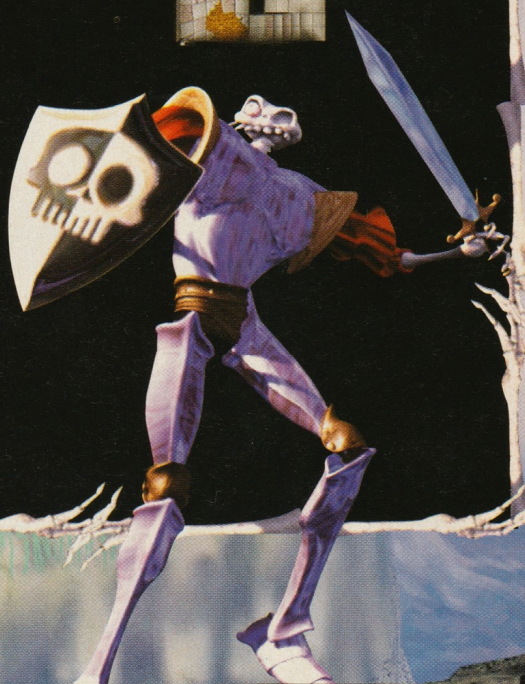
ENERGY VIALS: 7

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
- Wooden Club
- Throwing Daggers
- Copper Shield

SPECIAL ITEMS:
- Sheet Music
- Skull Key

ENEMIES:
- Imps
- Stained Glass Demon



The Mausoleum is an evil and nasty place that's home to MediEvil's first boss — the Stained Glass Demon. Shards of harmful stained glass lie about everywhere and it's wise to keep your eye on your weapons, as sticky-fingered Imps will steal them away from you if you're not careful.

puzzles

Puzzle 1: REVEALING THE STAINED GLASS DEMON: The Stained Glass Demon will not appear unless his preserved soul is freed from inside a frozen glass heart. The heart can be found shrouded in a veil of darkness and held between two demonic statues in the basement of the Mausoleum. (1) The key to this puzzle is the word "frozen". It's up to old Dan to thaw it out. Just push this flaming pedestal along its grooved-out track until it rests underneath this heart (2). After a few seconds, the heart melts away, and the demon's soul flies up to be reunited with his body. (3)

Puzzle 2: THE WOULD-BE PHANTOM OF THE OPERA: This ghoulish chap has been cursed to play the same dirge for centuries. (4) Why not help him out with a set of new Sheet Music and maybe he'll repay you in kind. It just so happens that there is some Sheet Music tucked away in an alcove at the end of this corridor. (5) Make sure you're prepared to run back before you nab it, as once it's in your possession, the floor starts to cave in. High-tail it out of there my skeletal friend. Now, deliver the goods to the whacked-out Phantom and watch as he reveals a hidden area filled with Treasure and the coveted Chalice of Souls. (6)

new enemies

IMPS: These little guys use their torches as weapons. While they can be cut down with your Sword, super-charging it will just swing it harmlessly right over them. The Wooden Club is much more useful, but is better used as a means of clearing the glass shards along the floor. Beware of the Imp that runs around without a torch, he will use his free hands to snag your weapon right out from under you. If this happens, switch to another weapon fast and chase him down. Once he's done in, you'll be able to get the stolen item back.

STAINED GLASS DEMON: This glass-spewing monstrosity can only be felled by chipping away at its heart with a projectile weapon. Unfortunately, his heart is only exposed during small periods of time while he's gathering the glass shards for his next attack. Your best bet is to maintain a safe distance from him while he's jumping about (watch his shadow for an idea of where he's going to land next), and stay one step ahead of the glass shards he spits out at you. Use the Crossbow and shoot at the heart when he's levitating. If you are caught in one of his glass menageries, hit your attack button repeatedly to break free. He should take a dive after a few times repeating these steps, leaving the Skull Key in the midst of his glassy remains.

1

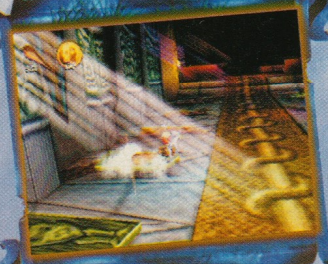
R.I.P.

There should be a sign that warns of flying Imps as they come bounding out of these graves. Use your sword to cut 'em down.

2

R.I.P.

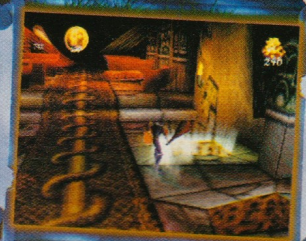
Once you've cleared the area, get the Wooden Club from the chest, then use it to break open the remaining tombs. There is some Treasure and an Energy Vial to be found.



3

R.I.P.

Now hop down into this glowing crypt; you'll find yourself in one of the Mausoleum's many underground catacombs.



4

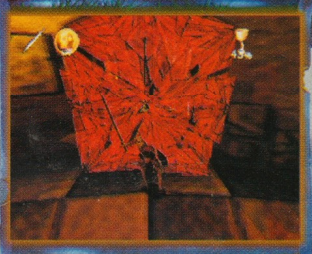
R.I.P.

These stained glass walls were made for shattering. Take out the residing Imps on the other side.

5

R.I.P.

Head up and left — shattering this red stained glass wall...



6

R.I.P.

...and use your Club to clear the deadly stained glass shards that block your path. If you line yourself up right in the middle of the two sides, you'll be able to take out each whole section with one wallop, reserving your Club's strength.

7

R.I.P.

The catacomb comes to a dead-end where you'll find a monster's share of Imps, an Energy Vial, and the Earth Rune — DON'T snag the Rune just yet.

8

R.I.P.

Take out the enemies (after you kill the first two, a total of three more will jump down from the walls), grab the Energy Vial then go for the Rune last. Once you've got the Rune in your possession, the floor will start to cave in. Turn and burn your bony butt out of there!

9

R.I.P.

Now that you're reasonably safe, break down the purple stained glass wall and head up this catacomb.

10

R.I.P.

After clearing the way of all glass obstacles, insert the Earth Rune into this waiting hand.

11

R.I.P.

Get ready for some swordplay when you drop down into this area, taking care to squash the weapon-less Imp before he steals your weapon. If he does get it, switch to another (your arm is about as useful as a wet noodle) and take it back.

12

R.I.P.

Head up the stairs, have another go at it with some more Imps, rejuvenate your energy in the Fountain then head out this door

13

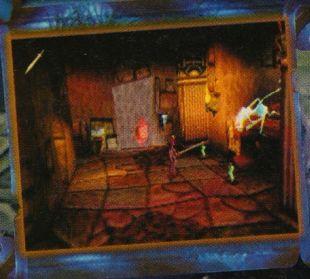
R.I.P.

On the other side is the Stained Glass Demon's lair, although he's not ready to come out and play just yet. Grab the Moon Rune sitting in the corner, then head to the door across the way.

14

R.I.P.

Well, lookey-here, it's the Phantom of the Opera. A quick read tells us he's doomed to play the same tune forever. Maybe we can help the guy out. Grab the Chaos Rune and the Energy Vials (if you need them).



15

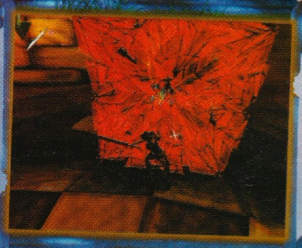
R.I.P.

Now head back out, through the front gate and down into the glowing crypt once more.

16

R.I.P.

This time, head to the right, smash through the red stained glass wall and down into this catacomb.



17

R.I.P.

At the end, you'll find the receptacle for the Moon Rune and another dead-end. Same rules apply here: Kill all the Imps first, grab the Treasure and Energy Vial, THEN go for the Sheet Music tucked away in the alcove.

18

R.I.P.

Head back out as the floor gives away then go right, along the catacomb that took you into this room earlier. From here, give the remaining Chaos Rune to the hand and enter down into the basement.

19

R.I.P.

Clear the way of stained glass shards first if you like, then push this flaming pedestal along its grooved-out track until it rests underneath this frozen glass heart.

20

R.I.P.

Once you've freed the Demon's soul, grab the goods if you already haven't (Throwing Daggers and a Copper Shield), then head back up and out towards his lair.

21

R.I.P.

Along the way, you might want to stop here, equip your Crossbow, take a refreshing bath in the Fountain of Rejuvenation, then enter the lair.

22

R.I.P.

But wait! Don't stray too close to his soul just yet, we need to give our friend the Phantom something new to play. Steer clear of the multi-colored soul and enter back into the doorway where the Phantom is playing.

23

R.I.P.

Now stand next to him, and select the Sheet Music from your inventory. Watch as he laughs with glee, pounds out a new tune, then reveals a hidden area before disappearing into thin air.

24

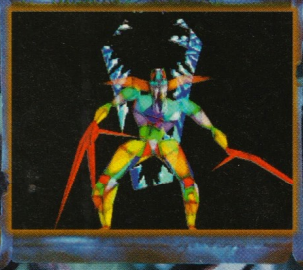
R.I.P.

Grab the goods inside, which includes the Chalice, and head back into the lair for the final showdown.

25

R.I.P.

Once inside, the Demon's soul enters into its body in the window and brings it to life. Don't worry, he might look menacing, but it's nothing your bag o' bones can't handle.



26

R.I.P.

The game tells you his heart is his only weakness. But it's not always accessible. Wait patiently, avoiding his attacks by either jumping over the wave of glass shards he shoots out or running from them. Also, stay far away when he's jumping about, using his shadow as a gauge as to where he will land.

27

R.I.P.

When at last he stops and hovers in the middle of the room, aim your Crossbow at his chest and chip away at the heart.

28

R.I.P.

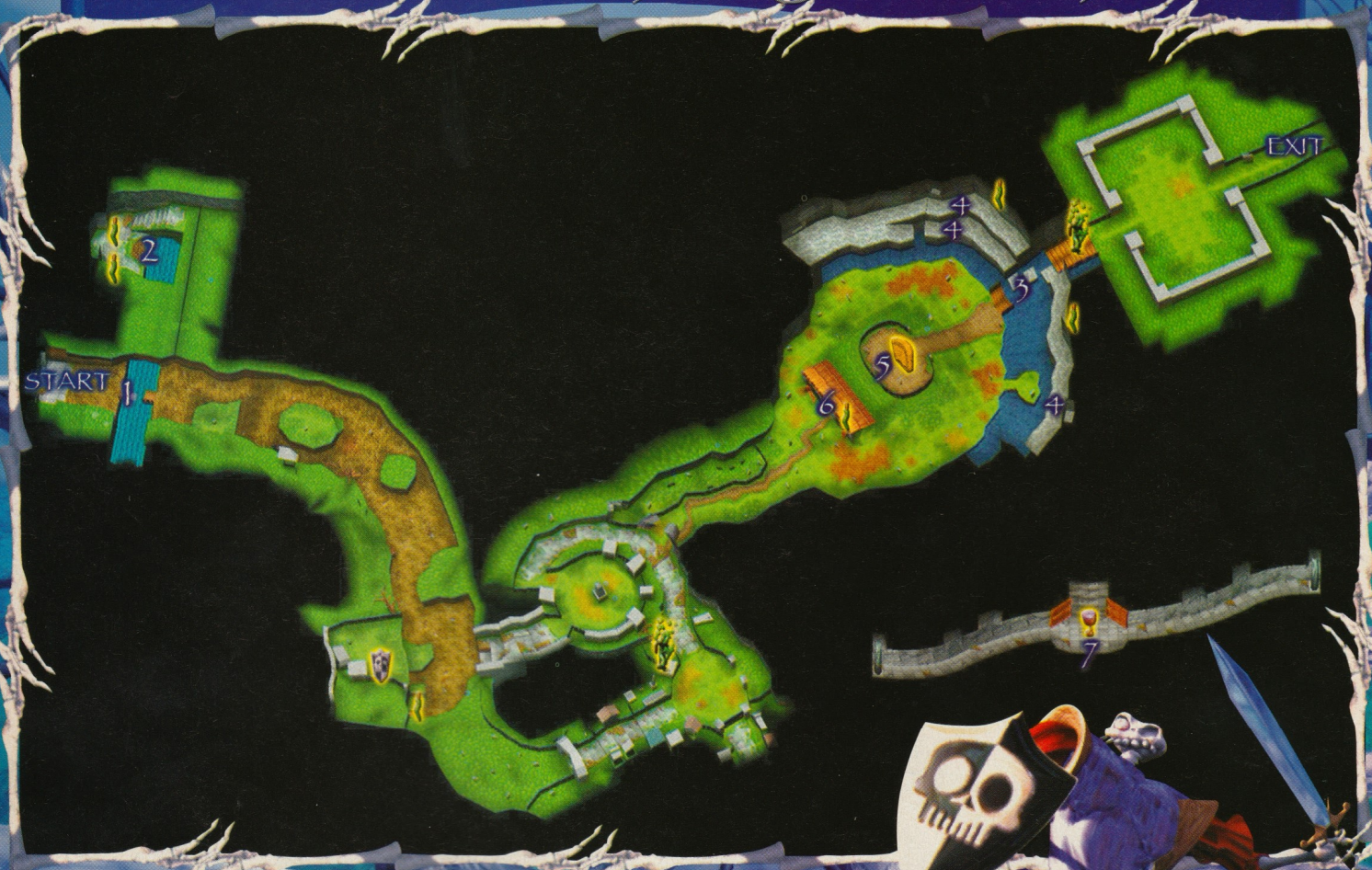
If he traps you in his glass menagerie, hit the attack button repeatedly until you break out.

29

R.I.P.

It will only take a couple of times, repeating these steps, to shatter this Demon to pieces and claim your prize, the Skull Key. Good show, old boy!

return to the graveyard



legend

RUNE STONES:
Star Rune

LIFE BOTTLES: 0

ENERGY VIALS: 5

FOUNTAINS OF REJUVENATION: 2

WEAPONS AND SHIELDS:
Silver Shield

SPECIAL ITEMS:
None

ENEMIES:
Zombies
Ghouls
Wolves

It's back to the ghoul-filled graveyard for you. This time Sir Dan's got to head back the way he came, then enter the big wooden doors that were inaccessible when we first were here. This level features a cool secret area and the game's second boss, the Guardians of the Graveyard. If you can beat these two creatures, they will grant you a new ability: the Daring Dash.

puzzles

Puzzle 1: THE SECRET AREA: This puzzle is easy to pass by, not realizing it's even there. Right off the bat, when you start the level, you'll be faced with crossing this bridge. (1) If you linger too long in the middle, be prepared to take a lethal dip in the waters below. If you cross over, and let the bottom fall out, you can then jump back over the gap and diligently drop down onto one of the floating coffins passing by. Take a ride on the coffin into the tunnel and you'll discover this well-hidden area, host to a bevy of goodies, which includes five Treasure Chests and two Energy Vials. (2)

Puzzle 2: Safe Passage across the river: This is an easy puzzle that must be completed during the course of the level. In order to cross this river, (3) you're going to need to shove these concrete blocks from above (4) down into it, creating an artificial bridge. The concrete blocks can be reached by acquiring the Star Rune from the top of this wind-swept hill (5), and then entering the Undertakers' realm below. (6) From inside, you'll find two passageways. Each way dead-ends, but you can jump up and out of them onto the ledges, outside and above, where you'll find the necessary three blocks. Don't forget to grab the Chalice sitting out in the open on the way back! (7)

new enemies

WOLVES: These fierce, four legged creatures can be found roaming the countryside. Once in a while, you'll encounter a few taking a nap. If you walk slowly, you can sneak right by them, but where's the fun in that? Arm yourself with a projectile weapon (Throwing Daggers, Crossbow) and shoot to kill, they'll never know what hit 'em.

BOSS: Guardians of the Graveyard: These two creatures attack by charging at you from all angles. A patient player will pick out their pattern pretty easily, then use it to his/her advantage. As one Guardian circles around, waiting for the kill, the other will materialize from a trail of deadly magic and lunge your way. This is the only time they are vulnerable to your weapons. Once one has lunged at you, it dematerializes, transforms into a trail of harmful magic once more and lunges at you again. Here's what to do: Charge up your Small Sword while avoiding any attacks. When the first materializes, let go of the attack button and take a swipe at the creature. After taking a chunk off its energy, run away from it while charging up your Sword, as it will lunge toward you again with its trail of magic energy. Repeat these steps with each beast until they are all but faded nightmares — it should only take four or five solid hits to send them packing. With success comes a gift, the Daring Dash! This new ability will come in handy quite a bit as your journey continues.

1

R.I.P.

We find ourselves back where we started — the Graveyard. It seems that the river's subsided a bit since the last time we were here and the Zombies have become a bit more aggressive.

2

R.I.P.

Run across this bridge without stopping, as the middle section collapses into the water below. Take out the Zombies and Ghouls on the other side, then double back and jump over the bridge to the other side.

3

R.I.P.

Walk to the edge of the bridge, and drop down onto one of the floating coffins passing by in the water below. It helps to adjust the camera angle here so you can see what you're doing.

4

R.I.P.

Ride the coffin into the tunnel and you'll find yourself in this secret area. Jump off the coffin to the right and collect the booty that's waiting for you.

5

R.I.P.

Head out of this area by going up the stairs and dropping down into the muddy area below. Now head forward taking out the baddies and collecting the Treasure along the way

6

R.I.P.

Use the bomb in this chest to take out any lingering Ghouls, then take the Energy Vial sitting on the grassy platform.

7

R.I.P.

Dan can hop up here for a Silver Shield, some Treasure and a Merchant Gargoyle.

8

R.I.P.

Now head up the stairs, through the roundabout and down to the other side. Remember the Treasure puzzle from the first level? Now there's a Fountain of Rejuvenation in that area. Soak it up if you need it.

9

R.I.P.

Hop over the fence, grab the Treasure and then use that Skull Key you obtained from the Stained Glass Demon to open the big wooden doors.

10

R.I.P.

In this next area, you'll encounter the wolves, who are in the midst of a midnight nap. If you use a little stealth, you can sneak by them without disturbing their slumber. It's wiser to shoot them down with your Crossbow and collect their souls for the Chalice.

11

R.I.P.

You won't be able to enter the Undertaker's realm without a Rune, so head up the hill to the gated top and snag this one — the Star Rune.

12

R.I.P.

Head back down, insert the Rune, grab the Treasure and the Energy Vial, then descend down the stairs.

13

R.I.P.

Inside, you'll find the specter of the Chalice, and only two ways to go — right or left. Pick either one, as we'll be visiting both areas.

14

R.I.P.

Tread slowly down the hall, as Ghouls come sprinting out from the darkness above. Use your special attack and take them out in one fell swoop. There are three in each hallway.

15

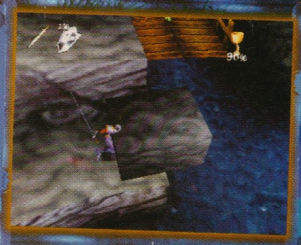
R.I.P.

When you reach the end, jump up into the stream of light and you'll find yourself outside and above on this ledge.

16

R.I.P.

Take out the enemies in this area, collect any and all items, then push the concrete blocks toward the river below. Be careful when you push them, Dan isn't as stable as he used to be and has a tendency to fall off the edge.



17

R.I.P.

There are two concrete blocks on the left passage and one on the right. Repeat the steps above for the other side and you'll have pushed all three into the drink, then head back and collect the Chalice on your way out.

18

R.I.P.

Time to meet the Guardians of the Graveyard. Jump across the newly created stone bridge and enter the gates on the other side. Make sure you stock up on energy in the Fountain before you pass through.

19

R.I.P.

As stated earlier under the boss description, these two Guardians have a pattern that can be easily mastered. While the first one lunges in to attack the other will circle.

20

R.I.P.

You can't actually do any damage to them unless they have materialized. Charge up your Sword and swipe at them when they go in for the kill.

21

R.I.P.

After the first Guardian has leapt at you, it will turn transparent and leave a trail of deadly magic in its wake. Watch out as it will automatically leap once more and try and hit you with its magical trail.

22

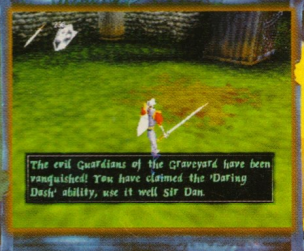
R.I.P.

While you're avoiding the first, Charge up your Sword in preparation for the second, then let him have it when he materializes.

23

R.I.P.

Repeat these steps three or four times and victory is yours, along with the "Daring Dash", a super-cool new ability that you will be using quite a bit as your quest continues. Onward and upward!



Scarecrow fields

Legend

RUNE STONES:
- Moon Rune
- Chaos Rune
- Earth Rune

LIFE BOTTLES: 1

ENERGY VIALS: 2

FOUNTAINS OF REJUVENATION: 3

SKULL AND CROSSBONES CHESTS: 1

WEAPONS AND SHIELDS:
- Silver Shield
- Wooden Club

SPECIAL ITEMS:
- Harvester Part

ENEMIES:
- Scarecrows
- Crows
- Hay Monster
- Metal Machine
- Demons of the Wheat

allies

KUL KATURA THE SERPENT LORD: This astral serpent was captured by Zarok and imprisoned in a chest. Once freed, he will temporarily follow you around — killing any enemies he touches instantly. Make use of the short time he's with you and seek out as many baddies as you can find.

Welcome to Scarecrow Fields, one messed-up place. This is Dan's first taste of the outside Necropolis, maybe you should have stayed dead! This level presents many deadly threats to Dan's old bones and it's going to take patience, skill and the use of this expert strategy guide to get you through it in one piece. Word of advice: Don't stray off the beaten path! Those giggling little demons hopping around in the wheat fields will instantly suck your life away. Before you continue on, why not head back to Dan's Crypt and see what's behind that unusually colored section of wall? You can try out your new Daring Dash against it, or a few wallops with the War Hammer will work just as well. A Life bottle (that should give you four) and some Treasure are all yours, my friend.

puzzles

Puzzle 1: The Harvester: This bizarre contraption will cut down a safe path through the wheat and allow you to snag all sorts of goodies, including another Life Bottle and the Chalice of Souls. (1) But, alas, the rickety old thing isn't working. What's a dead guy to do? Why not venture out and find the necessary part to bring it back to life? The Harvester Part is located all the way at the end of the level. (2) You are going to have to face a plethora of enemies and successfully navigate through many deadly obstacles to make it there alive. And, once you've obtained the part, it's back through the same set of heinous obstacles in order to use it. Once you get back, select the Part from your Inventory, and watch the Harvester do its stuff. Follow the freshly cut path and claim your goods. (3)

new enemies

SCARECROWS AND CROWS: It seems these Scarecrows have teamed up with their arch-rival, the crow, and are now out to get you! They are very deadly creatures that do a ton of damage when they connect. Don't let their stillness lull you into a false sense of security. Get too close and they do a deadly spinning dance across your bones. In addition, once in awhile they will open their chests and shoot out a few Dan-hungry crows who are looking to peck out that one good eye. While the game warns against antagonizing these straw-filled buggers — instead telling us to block their paths with objects (such as the wagons) — you're going to need to kill them all if you want to get enough souls to fill the Chalice. Your best bet is to keep moving around them, while whacking with your Sword. They take multiple hits, but eventually go down for the count.

HAY MONSTER: These strange and relentless creatures live in the hay-stacks and will pop out and run at you with their pitchforks at the most inopportune moments. There is no real strategy to taking them out. Just keep on whacking them with your Sword until they break up into body parts.

METAL MACHINES: These mechanized contraptions are a bit menacing at first. Their heads shoot balls of fire at you and, if you get caught between their legs, you're sure to lose some precious life energy. The trick to felling these "Goliaths" is to dash underneath them (between their legs) right away and first shoot out the head with a projectile weapon, then go for the puny little Imp who's revealed operating the controls in its back. Eight or nine hits on each will bring them down with a bang.

DEMONS OF THE WHEAT: Maniacal little beasts that will suck your life away in an instant if they catch you. Living exclusively in the wheat fields, they crazily giggle and jump around. When not doing this, you can easily spot them by the trail of dust they kick up as they run around. Stay on the paths and don't try a short-cut through these fields, only death awaits.

1

R.I.P.

Get ready for some sword-swinging action right away. Attack these Scarecrows and their bird-brained friends with vigor, avoiding them when they spin at you. If you stay out of their range and keep chipping away at them, it shouldn't take too long to whack them to pieces. Ignore what the book tells you, you will need to kill them in order to obtain the Chalice.

2

R.I.P.

Now for our next enemy, the Hay Monster. Use your Small Sword against them as well when they come at you. Usually, there are at least two to three per haystack.

3

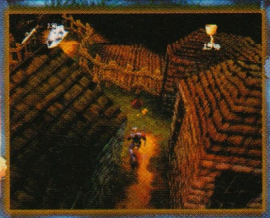
R.I.P.

Whack at the wagon to get it out of your way, then head into this new area.

4

R.I.P.

After taking out the next batch of Hay Monsters, explore between the buildings for some Treasure, an Energy Vial and a Merchant Gargoyle.



5

R.I.P.

Now head through this gate and prepare for your next enemy; the Metal Machine. In order to fell this mechanized giant, equip your Crossbow and quickly run between its legs (without touching it) so you're facing it from behind.

6

R.I.P.

Why it's just a little Imp at the controls. First shoot for the contraption's head then go for the Imp, bringing the whole thing down as a result.

7

R.I.P.

Now grab the Moon Rune the Machine dropped and head back to this doorway.

8

R.I.P.

Inside, you'll find a Wooden Club and the Earth Rune. By the way, if you haven't noticed, those bats can hurt you. Keep swinging your Sword while you're in here to keep them at bay (their deaths don't count for the Chalice, so don't waste your time trying to kill them all).

9

R.I.P.

Now, move on and place the Earth Rune in the receptacle to open the gate, then run past the windmill when it's safe to do so.

10

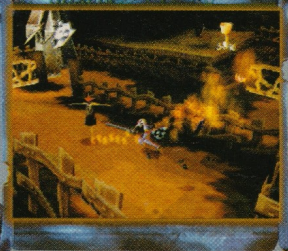
R.I.P.

Around the corner is a Fountain of Rejuvenation, I'm betting you need some.

11

R.I.P.

Follow the path around to this next area and take out all of the baddies before bringing down the Metal Machine.



12

R.I.P.

Collect the Silver Shield, shoot down the Machine and its Imp just as before, and grab the Chaos Rune — you know what to do with it!

13

R.I.P.

This new area can be a bit tough. First take out the two Hay Monsters you encounter, then head left and around this barn.

14

R.I.P.

Keep following the barn until you come to this area, with a wagon, a haystack and a skull and crossbones chest. That chest holds Kul Katura the Serpent Lord. Quickly get over there and free him.

15

R.I.P.

Now, run around the area (staying out of the wheat) and find as many enemies as you can (especially the Scarecrows). Kul Katura won't be far behind and will take each one out with just one swoop.

16

R.I.P.

When all is said and done, you should have enough souls to collect the Chalice, although we won't be doing that for awhile. If you head into the barn, you'll discover the Harvester. We're going to need to find the Part to get it working again.

17

R.I.P.

Push the bail of hay over to these crates then hop up to the platform to collect the goods and hit the switch to lower the Harvester.

18

R.I.P.

Explore all of the paths around the wheat fields for some Treasure and an Energy Vial. You've probably gathered that if you stray off into the fields the demons will get you instantly. Stay on the paths!

19

R.I.P.

Don't forget to set these two haystacks on fire as well.

20

R.I.P.

Head through this Windmill. Its fourth arm is broken allowing you to quickly pass underneath without getting caught.

21

R.I.P.

Now, follow along the path until you get to this lethal rolling smasher. If you get caught underneath this rolling pin, you'll lose one whole Energy Vial. Just wait for it to pass by the entrance, then follow it around to the other side, jumping over the holes along the way. Don't be tempted to go for the Treasure, we'll be coming back this way and it's easier to get on the rebound.

22

R.I.P.

Now for part two. This deadly machine is obviously used to separate the wheat from the chaff. Don't rush through and use patience. Follow the spiked spokes and maneuver around the smashers when they retract. If you get hit once or twice, it shouldn't be the end of the world.

23

R.I.P.

Ah, energy. Take a bath in this Fountain and replenish your reserves.

24

R.I.P.

Continuing along, we come to yet another infernal machine. The key here is to hug the walls and avoid the stream of wheat that comes shooting out of the holes. One hit from the wheat or, if you move too close to the center, you're going bye bye.

25

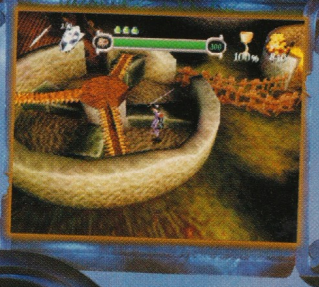
R.I.P.

Wait for the wheat to stop blowing on the side you're crossing, then dash through to the other side and out the exit, whew!

26

R.I.P.

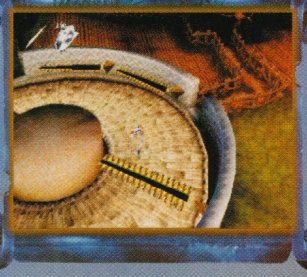
Almost there! This one's easy. Those spiked spokes rotate over your head, so they can't hit you unless you're jumping. Wait for the large gap (one of the spokes must be missing) and quickly jump over each obstacle on the floor.



27

R.I.P.

Finally, the last one. Run against the grain counter-clockwise until you get to this final exit (there are two). If you hug the middle and jump over the spikes when they flick out at you, you should be fine.



28

R.I.P.

At the end of this path is what we've been searching for, the Harvester Part, and some Treasure.

29

R.I.P.

Now, it's all the way back to the barn. Believe me, I didn't want to do it either, but it's actually easier going back then forward. Just remember the obstacles each machine throws at you and have patience, I'll see you at the other end...

30

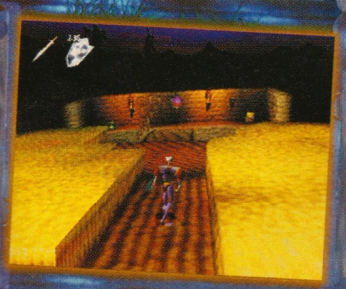
R.I.P.

I see you made it. Stand next to the Harvester and select the Harvester Part from your inventory and watch what happens.

31

R.I.P.

Now, just follow the freshly-cut path it's created and cross the bridge to collect your goodies, which includes a Life Bottle (if you've returned to Dan's Crypt, you should now have five). You might want to get some energy from the Fountain if you need it as well.



32

R.I.P.

I'm sorry to break this to you, but we're going to have to go through that set of machines one more time. This time, when you get to the last, go for the first exit which leads to the end of this very cool level.

pumpkin gorge

legend

RUNE STONES:
- Moon Rune
- Chaos Rune
- Earth Rune
- Star Rune
- Time Rune

LIFE BOTTLES: 0

ENERGY VIALS: 7

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
- Silver Shield
- Wooden Club

SPECIAL ITEMS:
None

ENEMIES:
- Pumpkin Dwellers
- Roots and Tentacles

Note: By now, you should have opened up quite a few spots on the World Map where you can go. We recommend that you skip over the Enchanted Earth, as well as the Sleeping Village, until you beat Pumpkin Gorge and the next level that opens up - The Pumpkin Serpent.

Pumpkin Gorge is a foul-smelling place, filled with the stench of rotting pumpkins. It seems Gallowmere's prized fruit has gone terribly bad and it's up to you to clean up the mess Watch out for pumpkin hazards from every angle in this level, as there are a multitude of potentially dangerous pumpkins to be found here, which range from the bouncing variety to the exploding variety to the "sprout from the ground and kill you" variety. It's going to take a nimble sword-wielder to carve them all into pieces — namely you. This level also has the Chalice in a well-hidden spot. But, never fear fellow Gallowmerean, we'll show you exactly where it is!

puzzles

1: THE CHALICE OF SOULS: The Chalice is cleverly hidden behind a breakable wall in this level. From the start, enter into this underground passageway until you come into this small room. (1) After defeating the numerous Pumpkin Dwellers, use your Daring Dash, War Hammer or Wooden Club to break apart this wall (2). On the other side is another room which houses the Chalice, as well as another passage which leads out into the open. (3) Voila!

new enemies

THE PUMPKIN DWELLERS: These pumpkins are borne of Zorak's magic and will stop at nothing to kill you. Looking like seemingly harmless ripe pumpkins sitting on the ground, they will violently sprout when you get near and and attempt to strike at you instantly, jumping to and fro. There are two kinds of Pumpkin Dwellers: the kind that will send out a deadly tendril in a quick, licking motion, and those that shoot out deadly pumpkin goo. These enemies have enough brains to block your projectile weapons, so you'll have to get in close with your Swords if you want to do them any damage. In my opinion, the only good pumpkin is a dead pumpkin, so show them who's in charge!

ROOTS AND TENTACLES: It seems there's a greater menace at work behind all of the Pumpkin Dwellers, but we won't find out until next level. In the meantime, this mysterious beast is using its roots and tentacles to strike out at you. All it takes is a couple of well-placed thrusts of your newly acquired Broad Sword to sting these tendrils and they won't bother you again.

1
R.I.P.
Let's get to work! Follow along the path until you get to this root-covered opening. Try not to come into contact with any moving pumpkins or pumpkin pieces, they're harmful!
2
R.I.P.
Fight your way past the roots and enter into this passageway. If you follow it down, you'll acquire the Moon Rune then come into a room with a chest, a Merchant Gargoyle and two very hostile Pumpkin Dwellers.
3
R.I.P.
Once you've stabilized the situation, visit with the Merchant Gargoyle and enchant your new Broad Sword. Stick it into your inventory and then select the War Hammer, we're going to do a little remodeling.
4
R.I.P.
This wall is a little darker than the rest, let's see what's on the other side, shall we? Smash it down and head on through.

5

R.I.P.

If you follow the next pathway down, you'll come into a room with a Treasure chest and, if you look closely, the Chalice of Souls. You don't have enough souls yet, so forge forward and up and out the other side (grabbing the Energy Vial at the top).

6

R.I.P.

Ok, now enter into this open area, taking care of all of the Pumpkin Dwellers around, then head up this long ramp and through the opening at the top of the building (mind the bouncing pumpkin along the way).

7

R.I.P.

Collect the goods inside (three Treasure Chests and an Energy Vial) and destroy those pumpkins before they explode in a mess of goo all over you.

8

R.I.P.

Once back outside, insert the Moon Rune into the receptacle in this building, then head on in.

9

R.I.P.

You're going to need to run in a clock-wise motion around this platform in order to raise it high enough to reach the Chaos Rune and Energy Vial sitting on the walkway above.

10

R.I.P.

Now put the Chaos Rune in the matching receptacle outside and head through the gate. On the other side are more Pumpkin Dwellers, a Fountain of Rejuvenation and a few closed gates. Get close to this gate, and it opens automatically.

11

R.I.P.

On the other side, is a pit filled with magic mushrooms. If you hop on these fungi, they will briefly puff into the air, allowing you to jump to the next. Fall into the pit, and it's instant loss of life.

12

R.I.P.

Hop along the 'shrooms, taking breathers on the wooden platforms, until you get to the last one. You should have two choices from here: Straight ahead or to the right. Pick the passageway to the right.

13

R.I.P.

Follow along this walled passage until you come into this open area with the Earth Rune sitting in the middle. Snag it, then head through the root covered archway and out the gate.

14

R.I.P.

Back in this area, you'll need to insert the Earth Rune into the receptacle, then head up the long, winding path. Watch out for bouncing pumpkins along the way.

15

R.I.P.

At the top, you'll find an Energy Vial, a Pumpkin Dweller, the Star Rune and a Silver Shield. Club or Hammer your way through the blocked exit and you'll find yourself down at the bottom once again.

16

R.I.P.

Now you can either head back across the mushrooms or back through the walled passage, whatever route is the easiest for you. On the other side of the mushroom pit is the gate with the Star Rune receptacle, head on in.

17

R.I.P.

See that Rune sitting atop the thick root? Once you get close, it raises high into the air. The only way to lower it is to hack away at the surrounding roots while taking out the violent Pumpkin Dwellers.

18

R.I.P.

The surrounding roots actually sprout then go back under the ground in a clockwise fashion, four at a time. Just slowly follow them, while hacking away, and you shouldn't take too much damage. After a while of this, you should be able to jump up and snag your prize — the Time Rune.

19

R.I.P.

Now that you've got what you came for, use it in the receptacle, and head through the gate. On the other side, you'll find another path that leads to yet another open area filled with enemies and protruding roots.

20

R.I.P.

Kill the Dwellers, collect the two Energy Vials (no doubt you need them) and head on forward, avoiding the roots.

21

R.I.P.

Following the path, you'll come to an intersection. To the left is a mushroom that leads to the exit, to the right is more danger and bad fruit... No contest, let's head left.

22

R.I.P.

These boulders are no match for Stanyer Iron Hewer's War Hammer, bring 'em down and collect the goods on the other side.

23

R.I.P.

There's another set of boulders on the other side, crack 'em like nuts then head forward back into the room where we got the Time Rune.

24

R.I.P.

Basically, we're going to start heading back to the original passageway where we spied the Chalice. By now, you should almost have collected enough souls to get it. Guaranteed, by the time we get there, you will have 100%.

25

R.I.P.

Go back into the passageway, collect the Chalice, visit the Merchant to Enchant your Broad Sword, then head back to the mushroom pit and straight across.

26

R.I.P.

Keep heading back until you get to the intersection we came across earlier. This time head up the mushroom and out the exit. Back to the Hall of Heroes for Sir Dan.

the pumpkin serpent

legend

RUNE STONES:
None

LIFE BOTTLES: 0

ENERGY VIALS: 2

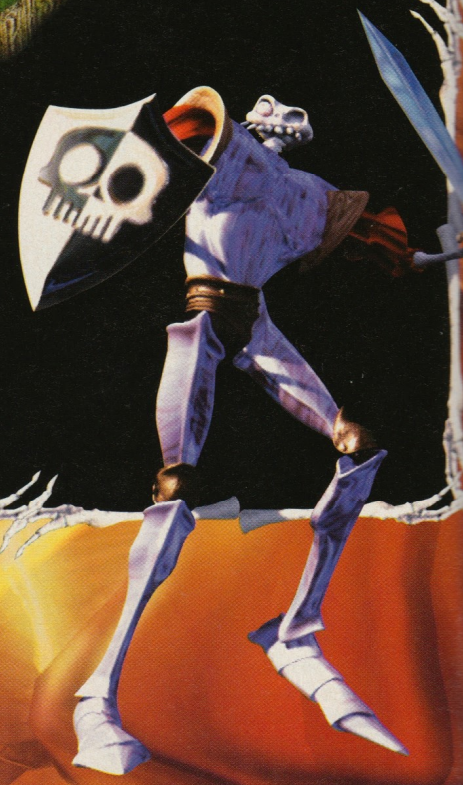
FOUNTAINS OF REJUVENATION: 1

SKULL AND CROSSBONES CHESTS: 2

WEAPONS AND SHIELDS:
None

SPECIAL ITEMS:
Dragon Gem

ENEMIES:
Pumpkin Dwellers
The Pumpkin Serpent



We're not quite done with this whole messy pumpkin business. It seems we have a mandatory meeting with the Pumpkin Serpent. He's not too happy with the way we've been treating his pumpkin disciples and would like to have a word or two with us. This level throws even more pumpkin mayhem at you, and is the first time we'll get to use the Witch Talisman.

puzzles

Puzzle 1: CALLING THE PUMPKIN SERPENT: Like the Stained Glass Demon from the Hilltop Mausoleum, the Pumpkin Serpent won't appear unless you figure out a way to summon him. After a brief discussion with the Pumpkin Witch, (1) Dan finds out he has to burst nine disgusting pods that are spread throughout the level. (2) Refer to the map to see where all nine are located.

Puzzle 2: THE CHALICE OF SOULS: Those tricky level designers. See this root-infested well sitting in the mud? Well, after you've called and defeated the Pumpkin Serpent, it's roots (which have spread through the level like disease, choking all other plant life) all but disappear, leaving beautiful flowers growing in its wake. If you head back to the well, you'll discover the roots have gone. Jumping inside it drops you down into a secret underground area, where the Chalice is just waiting to be taken. (3)

new enemies

BOSS: THE PUMPKIN SERPENT: When the Pumpkin Serpent finally comes to life, he isn't very happy and he'll let you know it. He's well aware of the trouble you've been causing and now wants to dish his own deadly version of Pumpkin Mousse all over your bones. The key to beating him is to stand as far back as possible, out of the way of his lashing tentacles and spurting pumpkin pieces, and hurl any and all projectile weapons at him — the Crossbow is definitely the recommended weapon of choice. If you leave the two skull and crossbone chests alone until he comes alive, you can smash them open and reap a good amount of hurtin' on him as well. If you're diligent, he should sputter and fall in no time, with very little damage to you.

1

R.I.P.

It looks like this town once thrived on pumpkins, now it's the other way around. Let's cut to the chase and burst that pod that's pulsating to your right.

2

R.I.P.

On each side of this overrun cottage you'll find a bit of Treasure.

3

R.I.P.

Head across the way to your left and you'll find an area guarded by three Pumpkin Dwellers and some roots. What's so special about this area?

4

R.I.P.

It turns out that this is the cooking grounds for the Pumpkin Witch. Stand right next to her cauldron and select your Witch Talisman from your inventory to call her out.

5

R.I.P.

After a brief ranting about the Serpent, she sends you out to burst the remaining eight pods then teach him a lesson. Let's not keep her waiting.

6

R.I.P.

The next pod is right outside where you spoke to the witch and next to this well. Remember this spot, we'll be coming back here for the Chalice.

7

R.I.P.

Straight ahead and under the archway we'll find pod number three. Pop that sucker!

8

R.I.P.

Head a little bit back and to the left of pod number three to come to number four. This one is guarded by a couple of Pumpkin Dwellers and a root covered cage — no problem!

9

R.I.P.

Head back (you can follow the dirt path, if you like) and go to the right this time. You should come to pod number five sitting in a dried out lake bed — poor fishies. Squash the pod and rejuvenate in the Fountain behind it.

10

R.I.P.

Follow the dirt path back again and head to either the right or left of this behemoth of a pumpkin — each side has a pod waiting to be popped. Get them both and that leaves us with two to go.

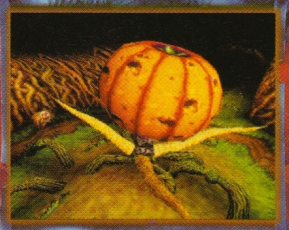
11

R.I.P.

Don't use these skull and crossbone chests just yet, they will come in handy when we chop this baby down to size.

12
R.I.P.
Follow the path around the Pumpkin Serpent to this final root-covered archway. Here you'll find the two remaining pods.

13
R.I.P.
Well, it looks like we've gone and done it. Time to face the biggest, juiciest, most nastiest pumpkin you'll ever see.



14
R.I.P.
Head back to the Pumpkin Serpent and break open both skull and crossbone chests now, doing a considerable amount of damage to him in the process.

15
R.I.P.
Now, stand in front of the fruit and use your Crossbow to quickly chip away at his energy.

16
R.I.P.
In no time at all, this Pumpkin is spent and its choking roots die away, allowing the flowers in the area to bloom once again.

17
R.I.P.
There's no time to stop and smell those flowers, even though their leader is dead, the Pumpkin Dwellers are still out to stop you. Just run around the Pumpkin Serpent's carcass, calling out the remaining minions, and soon enough you'll have obtained 100% of the souls.

18
R.I.P.
Before we get the Chalice, let's not forget to go back and visit the Pumpkin Witch. Now that we've done her bidding, she has a nice present for us, the Dragon Gem.

19
R.I.P.
Ok, right around the corner to the left is the root-filled well we saw earlier. It's been cleared of all blockage, allowing you to take a leap of faith inside.

20
R.I.P.
At the bottom, you'll find two Energy Vials, some Treasure, a Merchant Gargoyle...

21
R.I.P.
...and the Chalice of Souls in the passageway.

22
R.I.P.
It's to the exit for us, which lies just beyond the dead Pumpkin Serpent. I'll never think of Pumpkin Pie the same again.

the Sleeping village

Legend

RUNE STONES:
- Moon Rune
- Chaos Rune
- Earth Rune

LIFE BOTTLES: 0

ENERGY VIALS: 3

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
- Silver Shield
- Wooden Club

SPECIAL ITEMS:
- Crucifix Cast
- Bust of Mr. Shanks
- Crucifix
- Safe Key
- Shadow Artifact

ENEMIES:
- Sleeping Villagers
- Guards

The Sleeping Village was once a joyful place. These days, since the return of Zarok, the town is shrouded in eternal darkness and the innocent villagers have been commandeered to do his evil bidding. Even the Mayor has gone missing, one can only hope he's hidden the town's secrets safely away from that dress-wearing mad-man. Once in the town, you'll find that the villagers are out for your blood. It's not their fault, really. So take care not to harm them. If you happen to take one of their lives, you will be penalized by subtracting that amount from your soul collective. Instead, if they become bothersome or you need some breathing room, a good, solid Daring Dash will render them unconscious for a set amount of time.

puzzles

Puzzle 1: THE CHURCH CRUCIFIX: It seems this Crucifix holds the key to the town's well-kept secret. Alas, it has been taken from the church by the Mayor. Why would he commit such blasphemy? (1) Luckily, there's a blacksmith keep in the village where you can create another, if only you had the right materials. Well, what are we waiting for? You'll find the proper cast hidden behind these breakable bookshelves in the town library. (2) As far as the metal, I've heard there's a shiny gold bust of Mr. Shanks in the Troll's Head Pub. Although, he keeps it way up high so none of the customers can muck it up with their greasy mitts. (3) All we need do is break the barrel blocking this fenced area in the corner and claim the Earth Rune. (4) Now, take the Rune downstairs and enter the gated section. Inside, you'll find the switch to lower the bust on the pedestal. (5) Bring the items back to the blacksmith and throw them both into the pit. (6) Now jump that bag o' bones up and down on the bellows until you've heated them enough to create the Crucifix. Take the new Crucifix to the church, place it into the proper position and you'll be rewarded with the Safe Key. I wonder what this will give us? (7)

Puzzle 2: THE SAFE KEY: The Safe Key is used in the Mayor's House. Where is the Mayor's house, you ask? Enter in this gated area in the park (which opens when you replace the Crucifix in the church) and you'll come out in a new area. (8) Jump onto the bails of hay, then onto the roof next to them. From here, it's a jump across these small buildings to the Mayor's House. (9) Jump into the chimney like Santa to get inside (the front door's inconveniently locked) and use the Safe Key to obtain the Shadow Artifact. (10)

new enemies

THE SLEEPING VILLAGERS: These involuntary pawns of Zarok do not know what they are doing. They are under the evil magician's spell and should not be harmed. Even one killed will jeopardize your chances of obtaining 100% of the souls on this level. In order to put some distance between you and one of these relentless villagers, use your Daring Dash to temporarily stun them into unconsciousness.

THE GUARDS: The Guards don't enter the level until you've obtained the items for the Crucifix. Once they arrive, they spread out in search of the Shadow Artifact. As soon as you spot one, don't hesitate to lunge in for the attack, as they come packing muskets and will shoot on sight. As typical, a couple of well-placed Broad Sword swipes will send them to meet their maker.

1

R.I.P.

From the beginning, head straight up this main road, ignoring the buildings you can enter, and take your first left.

2

R.I.P.

From here, follow the road into this open area that comes to an end at the wharf. To the right is a Merchant Gargoyle, tucked away neatly between two buildings.

3

R.I.P.

To the left, is an entrance to some sort of goods store.

4

R.I.P.

Straight ahead, are steps leading down to the water. Let's take them down and throw the switch found at the bottom.

5

R.I.P.

This blocks off the water from entering the pipe below and, in the process, cuts off the water supply to the village's fountain in the town square, sending the Chaos Rune tumbling to the ground.

6

R.I.P.

Head up the steps, and enter this open doorway (which is just past the wharf and a little to the left). Inside, you'll receive the Moon Rune, which is sitting in front of the fireplace. Dash into the crazed, pan-wielding wench to put her out of commission.

7

R.I.P.

Back outside, head to the right and you'll find yourself in the town square. Grab the Chaos Rune sitting by the fountain...

8

R.I.P.

...then use the Chaos Rune and head into the library to brush up on your reading skills.

9

R.I.P.

After gaining all sorts of knowledge about Gallowmere and its heroes, bust down this bookcase with a solid Daring Dash and claim your first necessary item, the Crucifix Cast.

10

R.I.P.

Outside once again, take a quaint stroll around the corner, back to the wharf, and now enter that goods store.

11

R.I.P.

When you're inside, push one of the barrels onto the platform in the corner; opening a hatch on the other side of the fenced wall. The remaining barrels can be smashed with your War Hammer for some possible goodies.

12

R.I.P.

Next, use that Moon Rune to open the gate in the fenced wall and head down the opened hatch.

13

R.I.P.

Downstairs, you'll find this place is infested with rats. It's a good thing you're already dead or else you might catch a dose of the Bubonic Blues. Break open the barrels for a bit of Treasure and grab the Wooden Club in the chest in the corner.

14

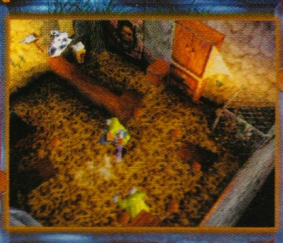
R.I.P.

Head through the next doorway and you'll find yourself in a room with an Earth Rune receptacle (you don't have it yet), an angry axe-wielding villager and a staircase. Go up the staircase.

15

R.I.P.

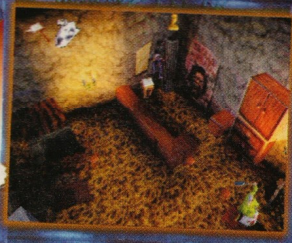
Hey, we're in the Troll's Head Pub. I'll take a pint to go please! Wait a minute, these bar maids are gettin' kind of saucy. Give 'em the old Dash and put them in their place.



16

R.I.P.

See that bust on the pedestal way up high? We need it! In order to get it, we're going to have to lower it down.



17

R.I.P.

To do that, we also need the Earth Rune which is in this fenced-in area in the corner. Use the War Hammer to bust the barrel blocking your way and it's yours for the taking.

18

R.I.P.

Head back down the stairs and put the Rune in the receptacle. In this fenced-in section of the room, you'll find an Energy Vial, some barrels and a switch. Smack the switch to lower the pedestal.

19

R.I.P.

Go back up and grab the bust, then head back to the beginning of the level. We got ourselves a Crucifix to make!

20

R.I.P.

Outside, we find that the Guards have entered the fray. It seems they're looking for an item called the Shadow Artifact. Let's beat them to the punch. I was beginning to wonder where we would find those souls for the Chalice.

21

R.I.P.

To the right of where we started the level is the blacksmith's keep. In here, you'll find everything you need to make a Crucifix for the church.

22

R.I.P.

Just stand in front of the pit and select both the Crucifix Cast and Landlord's Bust from your inventory. Now jump on top of the bellows and hop up and down consistently for at least fifteen seconds. Soon enough, you'll be rewarded with a shiny, new Crucifix.

23

R.I.P.

Cross the street and head into the church to the left. Inside, you'll find a Fountain of Rejuvenation and an image of a Crucifix on the wall.

24

R.I.P.

Stand in front of the image and select the Crucifix from your inventory. Once placed, it will reveal a hidden area which holds the Mayor's Safe key.

25

R.I.P.

Take the key, and a gate opens up in the neighboring park. Let's head there, shall we? The park is just next door to the blacksmith's.

26

R.I.P.

Before we enter the gate, head around the right of the pond for some Treasure and an Energy Vial.

27

R.I.P.

Now, head into the gate and you'll end up on the Mayor's estate. The front door is locked, so we'll have to get in through the chimney. Hop up onto these bails of hay, then onto the roof of the adjoining building.

28

R.I.P.

From here, hop across the other small buildings until you're on the Mayor's roof. Jump into the chimney and you'll find yourself inside.

29

R.I.P.

Throw the switch against the wall (which opens up the gates leading to the exit), grab the treasure on the table (he won't mind) and open the safe in the corner using the Safe Key — your reward, the Shadow Artifact.

30

R.I.P.

Take yourself and the Artifact outside, and straight out into the town square. We still have to get the Chalice, which is back by the estate, but you should still need more souls.

31

R.I.P.

If you head around to the right of the library, you'll see the gates to the exit. There are enough Guards waiting for you to fill the Chalice. (Don't forget to grab the Energy Vial in the little nook to your right).

32

R.I.P.

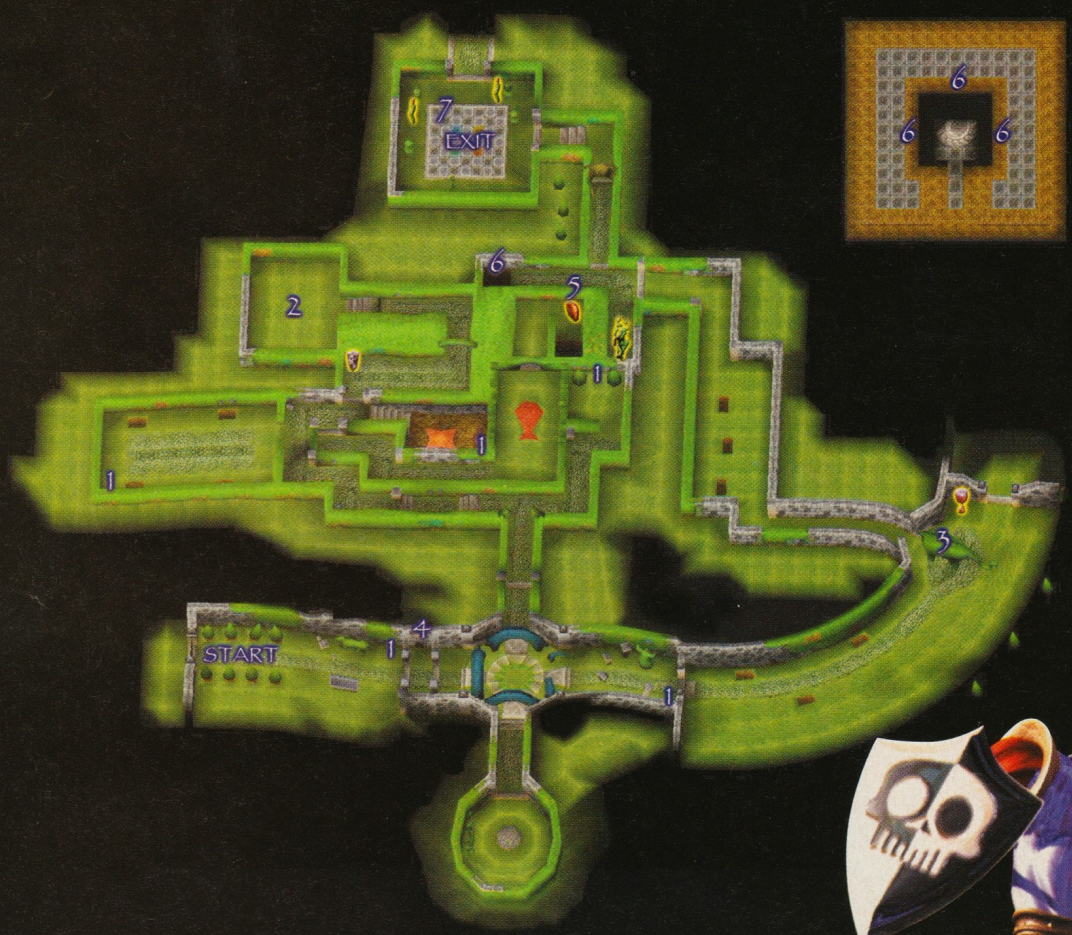
Don't worry about the gate closing behind you, it'll open back up once you've killed all of Zarok's goons. Let 'em have it with your Broad Sword.

33

R.I.P.

Now, head back to the Mayor's estate and take a right at the house — you'll find a broken section of wall. Enter this area for the Chalice, an Energy Vial and a Treasure Chest. Let's get out of here!

the asylum grounds



legend

RUNE STONES:
Chaos Rune

LIFE BOTTLES: 0

ENERGY VIALS: 2

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
Silver Shield

SPECIAL ITEMS:
None

ENEMIES:
Grounds keepers

AS IF THINGS WEREN'T CRAZY ENOUGH, POOR OLD SIR DAN'S GOT TO HEAD THROUGH THE ASYLUM. BUT, BEFORE HE CAN EVEN GET THERE, HE'S GOING TO HAVE TO NAVIGATE THROUGH THE ASYLUM GROUNDS, WHICH IS HOME TO THE JACK OF THE GREEN AND HIS INSIDIOUS HEDGE MAZE. IT WOULD MAKE GOOD SENSE TO PATRONIZE JACK, HE LOVES TO TELL A GOOD RIDDLE AND HE'S THE ONLY ONE THAT CAN SHOW YOU THE WAY OUT. SOLVE HIS RIDDLES AND JUST MAYBE YOU'LL FIND THE EXIT, DON'T AND IT'S BACK TO BEING WORM BAIT FOR YOU!

puzzles

Puzzle 1: Each riddle Jack of the Green throws at you is a puzzle. They, and their answers, are listed below:

A) Riddle: "At night they come without being fetched; by day they are lost without being stolen."

Answer: Stars. There are a total of five Stars to be found amongst the hedge maze. Refer to the map for their locations. (1)

B) Riddle: "I live for laughter, I live for the crowd, without it I am nothing."

Answer: Clown. The Clown is located here (see map). (2) In order to show Jack you can solve the riddle, you'll need to make this clown happy so he'll show his face. Each of the five plaques surrounding it in a half circle needs to be turned to the smiling mask. Sounds easy? Not when they turn back on you. Each one moves at a different pace, so you'll have to be quick. Start with the first two on the left. Once you've turned them around, run over the two on the right and rotate them. Now, hit the one in the middle. If you're quick enough, you turned them all before they turned back on you.

C) Riddle: "Face like a tree, skin like a sea, a great beast I be, yet vermin frighten me!"

Answer: An Elephant. The Elephant in question is here. (See map) (3) You're going to need the help of a little mouse in order to completely solve the riddle. It just so happens one's held up here in this cage. (4) Grab the Chaos Rune here... (5) and set the mouse free. Now, lead the mouse through the gaggle of mangy cats to the Elephant (you might want to clear the way of hostile Grounds keepers first).

D) Riddle: "I tolerate the moon and stars, I can't abide the sun, banish me with torchlight and you'll see me turn and run."

Answer: Darkness. There's a building deeper into the maze that can be lit up by positioning three lit pedestals outside its windows. (See map) (6) Move the three blocks accordingly, and you will light up the moon emblem on the floor inside, thus solving riddle number four.

Puzzle 2: The Chess Board: The chess board is your last obstacle in getting through the maze. It's a simple puzzle, really, that involves getting the stubborn chess pieces to their corresponding colored square on the board. The key to this puzzle is that each piece will only move like their real- life counterparts. The Bishop only moves diagonally, the Rook, vertically and horizontally, and so on. Get them all onto their colored squares, and the secret entrance to the Asylum is revealed. (7)

new enemies

THE GROUNDS KEEPERS might have been normal, law-abiding every day citizens. But, after years tending to this bizarre and twisted landscape neighboring the asylum, they've lost their marbles as well. Throw in a dash of Zarok's bad juju and it's a recipe for disaster for our old friend Fortesque. While they might look a bit portly, these crazies are tough, requiring multiple hits from just about any weapon. Get in close and chop away with your Broad Sword, until they are ashes and dust.

1

R.I.P.

We start out in this tree-lined entryway. The book tells us to seek out the Jack of the Green for help getting out.

2

R.I.P.

If you go straight ahead, you'll find yourself in this hostile courtyard. Take out the magic-spewing hedge-serpent head, as well as the first Grounds keeper.

3

R.I.P.

To the right is Jack, let's find out what he has to say.

4

R.I.P.

It appears he has a riddle. The answer is Stars. Now we have to find the five Stars throughout the hedge maze. The first is back toward the start, just beyond the Red Chaos receptacle.

5

R.I.P.

The second is standing by this gate which is located straight ahead from the courtyard.

6

R.I.P.

The third, fourth and fifth are in the hedge maze, which starts from the left branch of the courtyard. You'll find number three to the right in this area with the two potted plants.

7

R.I.P.

Number four is back and to the left in this area with the freshly dug graves. If you can stop this Grounds keeper before he gets to the bell at the end, he won't call his friends.

8

R.I.P.

Heck, let's call them anyway, we need the souls. Bang the bell and they come flying from the graves.

9

R.I.P.

Now head out of this area (cut down the fast growing flora) and to the left. Here you'll find the fifth Star. Watch out for that hedge statue of Zarok, it's armed with magic. A couple swipes to the head will take care of that!

10

R.I.P.

Jack calls you back for riddle number two. Hear him out. The answer to riddle number two is a Clown.

11

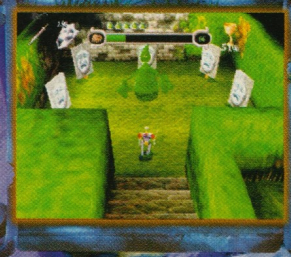
R.I.P.

Head back into the hedge maze, take a left, go past the grave area and into this newly opened area.

12

R.I.P.

From here, you should find the Clown, who's back is to you. In order to get him to turn around — and completely solve the riddle — you're going to have to rotate these plaques to their smiling masks on the other side.



13

R.I.P.

It takes two hits for each one, but they move back in increments if you're too slow. Soon enough, they're all out of whack. Here's what you need to do: Quickly turn the first two on the left.

14

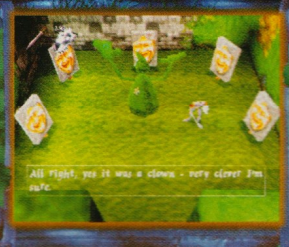
R.I.P.

Now the second two on the right (leaving the one in the middle for last).

15

R.I.P.

Now, quickly finish off the one in the middle and success is yours!



16

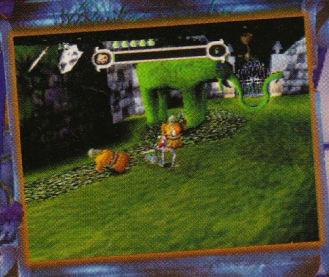
R.I.P.

Back to Jack for riddle number three. The answer — an Elephant, hmm...

17

R.I.P.

Ok, the Elephant is past the gate straight down from the courtyard and at the end of this area. Go there first, clearing out all of the offensive Grounds keepers along the way.



18

R.I.P.

Now, head back into the hedge maze, to the left and through this newly created doorway.

19

R.I.P.

Continue along the path until you come into this area. Here you're going to need to whack your way past a few Grounds keepers and a strange, octopus-like hedge monster. Just beyond them is the Chaos Rune.

20

R.I.P.

Now, head back out of the hedge maze and toward the entrance. Here you'll find the Chaos Rune receptacle which houses a cage with some treasure and a little mouse inside.

21

R.I.P.

If you walk slow enough, the mouse will follow you. You know what to do, lead the mouse to the Elephant. Be careful along the way, if the mouse comes into close proximity with the cats roaming the grounds, it'll run back to the safety of its cage.

22

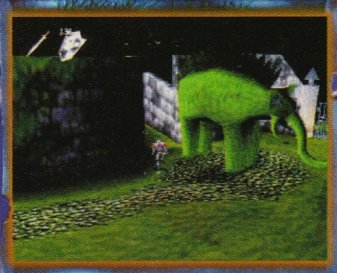
R.I.P.

Maneuver your way through the cats to the Elephant and watch as it busts down the wall behind it. It's back to Jack we go.

23

R.I.P.

The last answer to riddle number four is Darkness. Let's show how we can solve this riddle. Head back to the Elephant and through the broken down wall.



24

R.I.P.

Same drill as before, this Grounds keeper is heading for the bell. Let him call his friends, more goons to fry with the skull and cross-bones chest.

25
R.I.P.
This should give us enough souls for the Chalice, unless you're legally blind, you know it's right next to the Elephant — go get it you nut!

26
R.I.P.
Head back over the wall and into the new section of the maze. There's a Fountain of Rejuvenation to the left and the path to the right is temporarily blocked.

27
R.I.P.
Head forward and drop through the grating and you'll find yourself in a dark room. Let's lighten things up a bit!

28
R.I.P.
Outside, you'll find three lit pedestals. Push each one to a corresponding window, then go back inside in order to solve the final riddle.

29
R.I.P.
Just step in the middle of the now lit moon emblem on the floor. Easy!

30
R.I.P.
Apparently Jack's a little upset you solved his riddles, go see him to get your prize... Free passage through his maze. Back to the Elephant...

31
R.I.P.
And head through that blocked passage from before (the hedge figure above will try to stop you with magic blasts, just run under him) and into this area with the chessboard.

32
R.I.P.
These chess pieces have a will of their own. Notice that each of their colors match colored squares on the board below them.

33
R.I.P.
A whack will get them moving toward their destination. Except, each piece will only move like its real-life counterpart. In order to get the Bishop to its square, you'll have to position it so it's diagonal to the square.

34
R.I.P.
Once they're all in place, a secret entrance will open up on the chess board. Get ready for the Asylum.

inside the asylum

Legend

RUNE STONES:
Earth Rune

LIFE BOTTLES: 0

ENERGY VIALS: 3

FOUNTAINS OF REJUVENATION: 1

SKULL AND CROSSBONES CHESTS: 1

WEAPONS AND SHIELDS:
None

SPECIAL ITEMS:
Dragon Gem

ENEMIES:
Zombies
Ghouls
Crazies

Being inside the Asylum is like participating in an eternal nightmare. Apparently, Zarok knows you're here and has decided to set the Asylum's occupants free. Of course, in their warped, twisted minds, you're the one to blame for them being here in the first place. It's going to take a lot of determination and perseverance (and a lot of health) to hack and slash your way through the hordes of freaks looking to get their hands around your spinal cord... Good luck.

new enemies

STRAIGHT-JACKETED CRAZY: In addition to the Zombies and Ghouls we've come to know and love, you'll meet the straight-jacketed crazy. These guys are amped on adrenaline and, most likely, a concoction of Asylum "vitamins." Where's nurse Ratchet when you need her? Just keep whacking at 'em with your weapons, until they clear out.

1
R.I.P.
Unfortunately, you're going to have to drop down into the first section of the Asylum sooner or later, so go to it.
2
R.I.P.
Once inside, the first gate opens and Zombies come pouring out. Equip the Broad Sword and start swingin'.
3
R.I.P.
Soon enough, all the gates open and it's a veritable Zombie-fest. Don't rest, just keep hacking away
4
R.I.P.
Kill enough of them, and the hatch opens for you to drop down into round two.

5

R.I.P.

Here we have the added bonus of cannons firing at you. If you stay close to the middle of the wall they're on, they won't be able to shoot at you.

6

R.I.P.

Satisfy your daily requirements in this room and it's on to the next. This time they come tumbling down from above and there's the extra added benefit of having to deal with pesky, hard-to-hit bats.

7

R.I.P.

Once in awhile, someone from above (it must have something to do with the heavenly paintings on the walls) will toss you a bone in the form of an Energy Vial — Amen.

8

R.I.P.

Next come the Ghouls...

9

R.I.P.

...then some Treasure as a reward for your efforts. It's down to the next room.

10

R.I.P.

Here come the crazies. These guys are actually the easiest of the bunch (maybe it's because their arms are wrapped tightly behind their backs).

11

R.I.P.

Kill enough of them, and you get two Energy Vials, some Treasure and the ability to visit the Merchant Gargoyle — but they keep on coming. Enchant your Broad Sword and get ready for more.

12

R.I.P.

Through the gold doors is yet another room soon to be full of whackos. Watch out for the lava pit running down the middle. Slip in, and you lose a complete Life Bottle.

13

R.I.P.

Like before, stay against the back wall in order to avoid becoming cannon fodder. Once one side of the room is clear, the other will fill up.

14

R.I.P.

Soon both sides are brimming and you're going to have to jump back and forth until you've cleared them all (or stay on one side, until they're all out then tackle 'em at once).

15

R.I.P.

Towards the end, you get the satisfaction of frying a bunch with a skull and crossbones chest. This should also give you the magical 100% of souls needed for the Chalice.

16

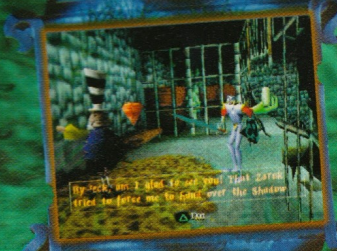
R.I.P.

Head through the door on the right and you're almost there. Hey isn't that the Mayor of Gallowmere in that cell? Grab the Earth Rune and the Chalice in the corner and open up the cell.

17

R.I.P.

After a brief and informative chat with the "Mere", nab the Dragon Gem sitting next to him, stock up on Energy in the Fountain and head on out of this cuckoo's nest.



the enchanted earth

legend

RUNE STONES:
- Earth Rune
- Star Rune

LIFE BOTTLES: 0

ENERGY VIALS: 3

FOUNTAINS OF REJUVENATION: 2

WEAPONS AND SHIELDS:
- Copper Shield

SPECIAL ITEMS:
- Shadow Demon Talisman

ENEMIES:
- Mutated Toads
- Poisonous Plants
- Shadow Demons
- Flying Demons

The Enchanted Earth is where things kick into overdrive. This is actually a two part level, meaning you'll have to play it twice to finish it. The first time through, you'll encounter the "level within this level," The Ant Caves. We will address The Ant Caves in the next chapter of this guide and, instead, first focus on all of the things Sir Dan will need to accomplish to beat this level.

puzzles

Puzzle 1: The Dragon Bird and her Eggs: Not a very hard puzzle, the Dragon Bird watches over her precious Treasure-filled eggs. Head up the platform to the top of her nest. (1) Once up there, you're going to have to nudge those eggs up and over the side of the nest so that they break open, revealing their goodies. Of course, she won't stand for this, and will swoop down at you every so often. When you hear her coming, hit the Shield button and you'll successfully duck underneath her grasping claws.

Puzzle 2: Shadow Demon Talisman: In order to get the Shadow Demon Talisman you will have to enter the tomb of the Shadow Demons. Use the Shadow Artefact in front of these gates to get inside. (2) Once inside, you'll be faced with a cryptic puzzle. By stepping on the four element stones in the correct order, you'll be able to uncover the Shadow Demon Talisman. Here's the order: Fire, (3) Earth, (4) Water, (5) Wind. (6) Behold the evil you have unwittingly unleashed, then grab the Shadow Demon Talisman. (7)

new enemies

MUTATED TOADS: These guys aren't your typical, run-of-the-mill, beer commercial type of Toads. No sir, they are deadly and lethal, spitting out harmful batches of poisonous green goo at their unsuspecting adversary — that's you, bone-head. You can pound them with your War Hammer, if you like and fast projectiles also work, such as the Crossbow, but you'll find that you waste quite a bit trying to keep a bead on them. If you watch them, you'll notice that they do have a pattern to where they jump. This way, you can at least figure out where to land your next strike.

POISONOUS PLANTS: This foliage comes in two types and both can kill. Once you get in range, they will shoot out deadly gaseous balls of poison that do serious damage. Stay out of range and take them out with a projectile weapon, such as the Longbow.

SHADOW DEMONS: These mean and evil creatures appear because you freed them. They are extremely strong and take multiple hits, even with your Enchanted Broad Sword.

FLYING DEMONS: The two Flying Demons are the bosses of this level and can be found upon entering the forbidden area with the Shadow Demon Talisman. At first, they fly in circles around you while you ride on a rising platform. When they stop circling — this is your cue to shoot, using either the Crossbow or the Spears. Eventually, they will literally "bring down the house." If you stay away from the falling molten rocks (watch for their shadows), while shooting at them, you will succeed in beating them.

1

R.I.P.

Start off by taking on these Mutated Toads with your War Hammer, then hang a right at the intersection.

2

R.I.P.

If you stay back far enough, you can shoot down these poisonous projectile spewing Plants.

3

R.I.P.

To the left, is the area where we can call on another witch. She will offer us a challenge that will inadvertently take us to another level. Let's finish this one off first, then come back and deal with her.

4

R.I.P.

Take on the next batch of Plants — one to the left...

5

R.I.P.

...and two to the right.

6

R.I.P.

Continue following the dirt path and you'll find yourself in a shallow pond, slamming it out with a bunch of Toads.

7

R.I.P.

From this junction, you can go left (but are blocked by two energy-spewing demon statues), straight (but for the time being it's a dead-end), or right. Right is the right (and only) choice.

8

R.I.P.

At the end of this path is a stump that leads to a platform. Beyond the stump is a Fountain of Rejuvenation and a huge tree. Run behind the tree for two bags of hidden Treasure.

9

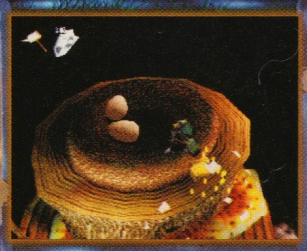
R.I.P.

Now jump up the stump and take a very cool ride on these platforms to the top of the tree. Once there, you can climb along the fungus along the side and reach the nest at the top.

10

R.I.P.

There are three goodie-filled eggs in the nest and it's up to you to get in there and break them open. Unfortunately, it's going to take pushing them over the side of the nest to crack them open. Go to it!



11

R.I.P.

When you see and hear the Dragon Bird approaching, hit your Shield button and Sir Dan will safely duck underneath her grasping claws.

12

R.I.P.

The loot: Treasure, a lowly Copper Shield and the Earth Rune — not bad. Head back down with your booty.

13

R.I.P.

Back at the bottom, head back to the shallow pond and around the corner to the left. Here you'll find the gate holding the receptacle for the Earth Rune.

14

R.I.P.

Past these gates lies the tomb of the Shadow Demons which we unfortunately have to set free if we want to continue with our quest. Jump across these platforms, taking out the Toads as you go.

15

R.I.P.

After a harsh warning from the Gargoyle, stand in front of these gates, select the Shadow Artefact from your inventory and enter inside.

16

R.I.P.

In here, you'll find the next puzzle. In order to get the Shadow Demon Talisman which has been locked behind the gate, you're going to have to solve this cryptic puzzle.

17

R.I.P.

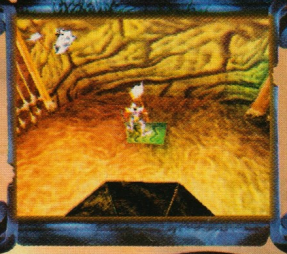
Basically, you're going to have to step on the element stones on the floor in the right order. We'll save you the guesswork: Fire.

18

R.I.P.

Earth.

19
R.I.P.
Water.



20
R.I.P.
Wind.

21
R.I.P.
Watch the evil you've unleashed head out into the open then grab the Shadow Demon Talisman. The Chalice is also here, but we're going to have to come back for it.

22
R.I.P.
Grab the Energy Vial in this small corridor and step on the emblem on the floor to be expelled from the tomb.

23
R.I.P.
Outside, you'll find out the damage you've done in freeing the Shadow Demons. Let's try and corral a few back into their tomb shall we? These tough and unrelenting Demons will attack with a vengeance. An Enchanted Broad Sword is the most effective weapon against them.

24
R.I.P.
Head out through the gates and be prepared to tackle some more Shadow Demons.

25
R.I.P.
Stand to the side of this tree in order to save yourself from the wrath of these Poisonous Plants — dead-ahead.

26
R.I.P.
If you head to the left, you'll end up where you started this level. You will now be able to visit the Merchant Gargoyle who was behind a cage earlier. We suggest you stock up on any necessary items and enchant your Broad Sword.

27
R.I.P.
Ok, now head back to the shallow pond, taking out any Shadow Demons along the way, then insert the Shadow Demon Talisman in this stone block.

28
R.I.P.
Doing this will allow you to pass the demon statues that were blocking your path earlier. Hop across onto this stone platform, avoiding the jets of fire and grab the Star Rune. Get ready for a nasty battle.

29

R.I.P.

These two Flying Demons can pretty much only be killed with a projectile weapon. We recommend starting out with the Crossbow then finishing off with the Spear. At first, they will circle around the platform, stopping every so often to shoot at you. We suggest you make this the time to shoot back.

30

R.I.P.

As soon as they start moving, stop shooting in order to save your bolts. Eventually, the platform will suddenly tilt. When this happens, keep your cool and try and run against the angle.

31

R.I.P.

If you're up to it, you can try and shoot them while you're trying to stay on the platform.

32

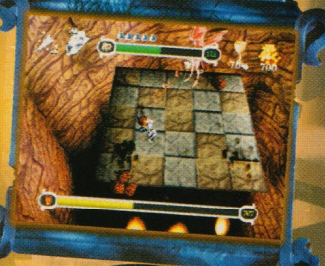
R.I.P.

If you don't want to take the risk, wait until it evens out, then start shooting again.

33

R.I.P.

Soon enough, one of the Demons will move to the middle, hovering right over the platform. Get him in your sights and let him have it before he returns the favor by showering you with a bunch of molten rocks.



34

R.I.P.

The second one follows suit, take him down, avoid the leftover falling rocks and ride the platform to salvation.

35

R.I.P.

At the top, there are two much-needed Fountains of Rejuvenation, some Treasure Chests and two Energy Vials. You should be back (or close) to full health.

36

R.I.P.

Fall down the hole to end up at the tree trunk dead-end. We're not done yet, there are still some lingering Shadow Demons to kill...

37

R.I.P.

...and the Chalice to collect (which is back in the tomb of the Shadow Demons in case you've forgotten). Beware of some new Poisonous Plants along the way.

38

R.I.P.

Two last Shadow Demons to behead and the exit is yours. Take a breather at the Hall of Heroes, you deserve it.

the ant caves

legend

RUNE STONES:
None

LIFE BOTTLES: 0

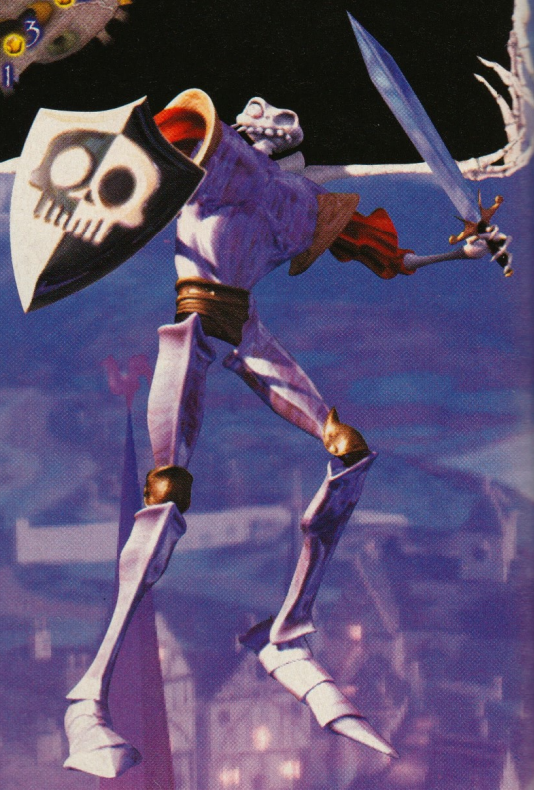
ENERGY VIALS: 4

FOUNTAINS OF REJUVENATION: 0

WEAPONS AND SHIELDS:
Wooden Club
Chicken Drumsticks

SPECIAL ITEMS:
Amber

ENEMIES:
Army Ants
Queen Ant



Even though it looks like we've finished off the Enchanted Earth, you and I know there is unfinished business to take care of here. So, it's time to jump back into this tortuous level and see what the Witch of the Forest has in store for your bones. The Ant Caves is an underground network of complex catacombs that would humble even Magellan. My advice would be to refer to the accompanying map as much as possible, to keep an idea of where you are in the levels. You can also look for landmarks, such as emblems on the floors or walls, so to keep you from running in circles.

puzzles

Puzzle 1: Free the Faeries: There are a total of Six Faeries to be freed deep inside the Ant Caves. (1) See the map for the location of each.

Puzzle 2: Collect the Amber for the Witch of the Forest: The Witch has requested that you bring her back seven pieces of Amber for her frothy brew and she will reward you with Chicken Drumsticks. Don't disappoint, as she won't ask you again. Amber can either be found lying about in certain areas, (2) or revealed when you pound out a larvae; the Ant's favorite dietary staple of food. (3) There are more than the quota she's given you, so don't give up until you've found enough.

new enemies

ARMY ANTS: The Ants are everywhere in this level and will try and either sting you with their pinchers, or shoot venom from their tails. Smash the little pests to a pulp with your War Hammer — any chance you get!

THE ANT QUEEN: This menacing Queen is so fat and bloated with eggs, she can only shoot at you with acid-like bile from where she rests, or send out a few Army Ants to do her bidding. Her strong outer-shell protects her from harm, but she will reveal her soft, prone underbelly when she gets particularly frustrated. Why not rub her the wrong way by avoiding her shots and killing her mercenaries, then shooting her with a projectile weapon when she rears up?

1
R.I.P.
First stop — let's summon the Witch of the Forest, who can be found up and to the left in this area. You'll know you're in the right place when you spot her cauldron.
2
R.I.P.
Select the Witch Talisman from your inventory and call upon her presence. She'll offer up a challenge: Head into the Ant Caves and bring her back seven pieces of Amber.
3
R.I.P.
Once inside the Caves, switch to your War Hammer and get ready to smash those pesky little bugs everybody hates.
4
R.I.P.
From this roundabout you should go right. Hear those pleas? There's a Faery trapped behind that wall. Break it down and see what he has to say.
5
R.I.P.
Well, now we have two quests to fulfill. Follow him into this room and, in addition to lending you some cool, colorful fireflies to light your way, he will also open up this portal for you.

6

R.I.P.

Head on down into the caves and you'll come to the first intersection — go right.

7

R.I.P.

In this room you'll come across your first trapped Faery, as well as some larvae. Bash the larvae for some possible Treasure and free the Faery with a solid Daring Dash.

8

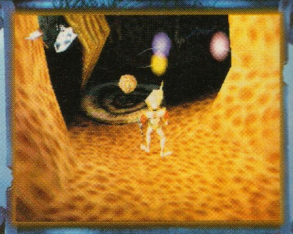
R.I.P.

This causes a small cave-in, but not to worry, your War Hammer can crush those puny rocks.

9

R.I.P.

Break one rock on the cave-in to your right and continue down the passage. You will come to an image of a snail-shell imbedded in the ground as well as your first piece of Amber.



10

R.I.P.

To the left are more rocks blocking your path, leave them and keep heading to the right. This path has an Energy Vial sitting in the middle of it...

11

R.I.P.

...and eventually curves around and upwards. Beware of rolling rocks!

12

R.I.P.

The top of the passage leads into this cavernous room filled with hostile Ants, larvae, an Energy Vial, a piece of Amber (that's two), a Faery (four to go) and three new ways to go: left (blocked by rocks), center and right. Why change now? Take the right path.

13

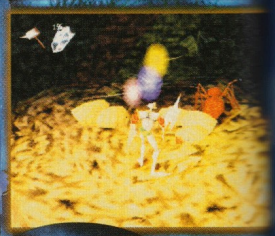
R.I.P.

This path hits a "T" intersection. Go right and down into this room.

14

R.I.P.

At this intersection, you'll find Ants snacking on some larvae. Crush them all to reveal your third piece of Amber and some Treasure then go right. (Remember this spot, we'll be coming back here later.)



15

R.I.P.

This path leads down to another fossilized insect emblem on the floor and an Energy Vial. The path continues straight on and also branches to the left with a blocked wall. Keep going straight for now.

16

R.I.P.

Just before you get to the next room, you'll encounter another Faery. Free him and you've got three to go.

17

R.I.P.

This large room houses another Faery (two left), larvae, Amber, and an adjoining room to the right.

18

R.I.P.

The next adjoining room is the way to the boss — The Ant Queen. We're not quite ready for her though, so don't break down the wall that separates the next room just yet. In here, you'll find a Fountain of Rejuvenation, another Faery (one more), a Merchant Gargoyle and some possible Amber.

19

R.I.P.

Head back into the first room and follow the wall into you come to the passageway that lead you in here. When you come to the fossil emblem on the floor, head right and break down this wall.

20

R.I.P.

This room should offer up the last piece of Amber as well as some more Treasure. Break down the only other wall and passageway here.

21

R.I.P.

Head up this next passage and you'll find not only an Energy Vial, but the last remaining Faery.

22

R.I.P.

Keep on going up this passageway and you'll hit this familiar intersection. If you go right from here, you will enter new territory. There is a Fountain up this way and more treasure, but we got what we want, it's time to leave. Head straight, down and around this passage.

23

R.I.P.

This should lead you back to the fossil intersection. Go straight, my friend, back into the two adjoining rooms and get ready for the battle with the Ant Queen (now would be a good time to stop at the Merchant for any last-minute weapon stocking.

24

R.I.P.

Break down the wall and head on in — Ant Queen dead-ahead!

25

R.I.P.

Here's what you need to know: First bash the Army Ants she sends at you with your War Hammer. She usually sends them out in waves of two.

26

R.I.P.

Avoid the poisonous goo she spits out as well.

27

R.I.P.

Finally, she will raise up and scream in defiance, revealing her soft and vulnerable underbelly in the process. Switch to a projectile weapon and start shooting! Watch out for any falling rocks that come tumbling down in the process.

28

R.I.P.

When she settles back down, she falls into the pattern of shooting out goo and sending more Army Ants towards you. You know what to do.

29

R.I.P.

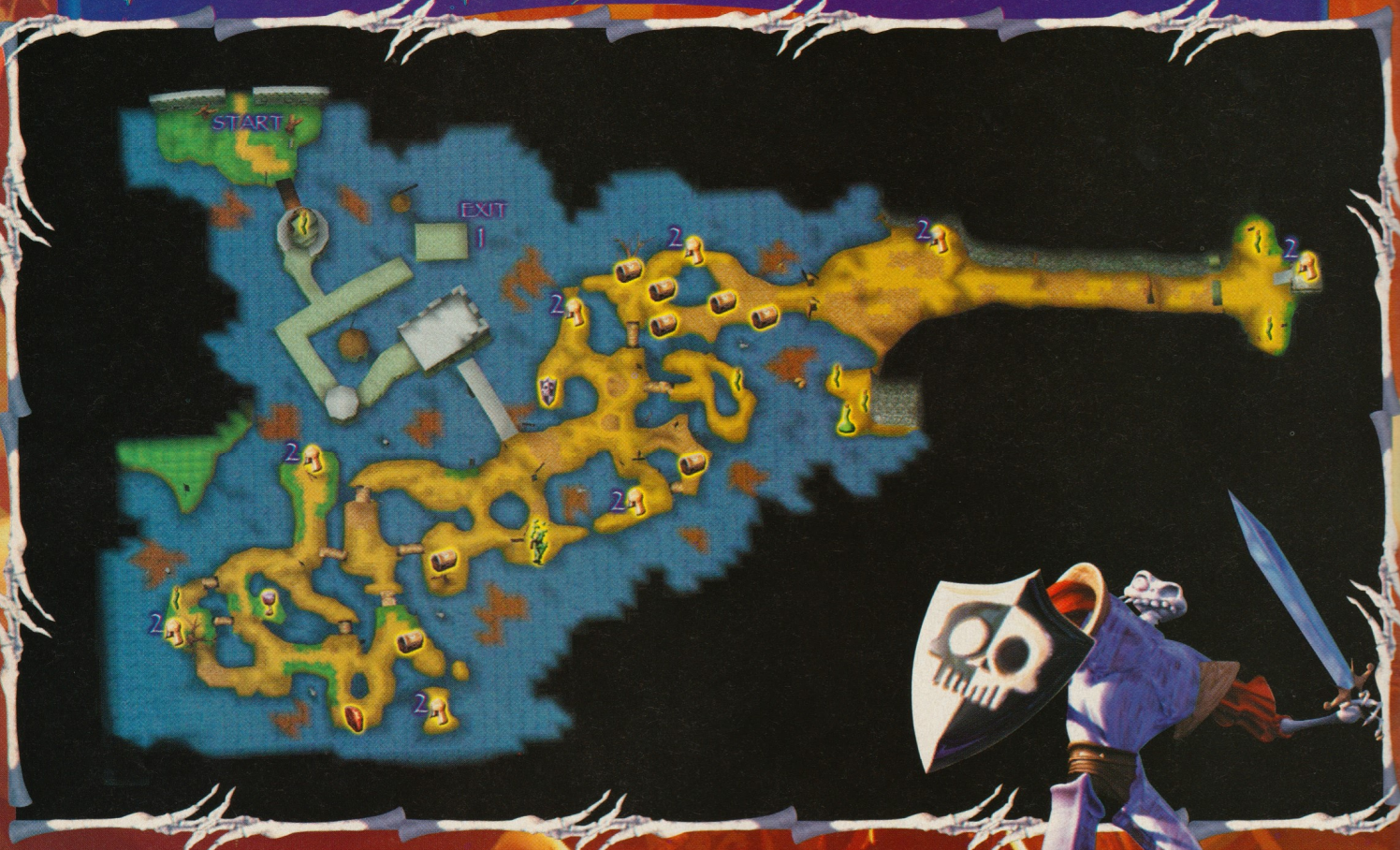
Wait for her to rear up once again and pepper her with projectiles. Repeat this process a few more times and she's history. Leaving a gelatinous sack of goo behind.

30

R.I.P.

Head out of the cave underneath her and you'll find yourself in the company of the Witch and Faery. It's time to collect your rewards: Chicken Drumsticks and a free, all-expenses paid trip to the Hall of Heroes.

pools of the ancient dead



legend

RUNE STONES:
Chaos Rune

LIFE BOTTLES: 1

ENERGY VIALS: 7

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
Silver Shield
Skull and Crossbones

Chests: 8

SPECIAL ITEMS:
Lost Souls: 8

ENEMIES:
Armored Knights
Undead Warriors
Ghostly Apparitions

The Pools of the Ancient Dead is the battlefield where you were struck down 100 years ago. Here lie the thousands of warriors who lost their lives in the great battle. It seems that the area was walled-off and left alone all this time, for historical reasons. And now, because of Zarok's reanimating magic, the dead are once again rising, ready for battle... against you! This rain-drenched level presents a unique set of challenges for Mr. Fortesque, as the paths are narrow and slippery. In addition, the enemies will stop at nothing to send you to your death in the marshes below.

puzzles

Puzzle 1: Retrieve Eight Lost Souls: The Boat Man (aka: The Grim Reaper) has been busy shuttling the dead back to where they belong. Unfortunately, business has been so brisk that he hasn't been able to keep up. (1) If you help him collect eight Lost Souls, he can offer you a ride to the sunken town of Mallowmede. Please utilize the map in order to find the locations of all eight Souls. Some advice: Tread slowly on the muddy narrow paths, jump across the smallest of gaps, and prepare yourself upon getting the last eighth Soul as a bevy of enemies appear after you grab it. (2)

new enemies

ARMORED KNIGHTS: These impenetrable rusty, creaky Armored Knights won't actually attack you, but they will try to shove you into the murky marsh below. Don't get too close and whack away with your Broad Sword until you push them into the drink. This is the only way to kill them, as your weapons are not strong enough against their armor. If you're feeling really lucky, you can use your Daring Dash to ram them off the paths, but that's a risky proposition, as you're likely to fall in right along with them.

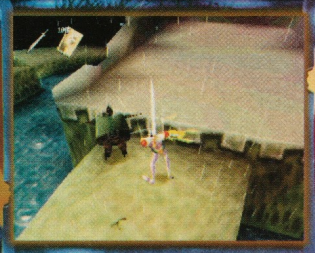
UNDEAD WARRIORS: These pesky enemies will throw axes at you that will not only harm you, but push you precariously backwards when they connect. Take them out as soon as possible, when you encounter them.

1
R.I.P.
Grab the Treasure to the right, by the wall, then cross this rickety bridge.
2
R.I.P.
Follow the path around this armament and grab the Energy Vial sitting on top of it.
3
R.I.P.
Head along the path and to the left (watch out for the tendrils that shoot out from the marsh) and pay a visit to your old friend the Boat Man. He tells you of his quandary: eight Lost Souls. Let's get 'em for him so we can hitch a ride.
4
R.I.P.
Go back and to the right. We'll encounter our first Armored Knight. A couple whacks with your Broad Sword should send him over the edge and into the goo.

5

R.I.P.

Following the path onward, we come to number two. You might have noticed that hitting him from the front is less effective than getting him from the behind or the sides. You'll figure it out soon enough.



6

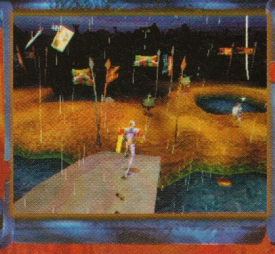
R.I.P.

At the top of this half-sunken fortress sits a Merchant Gargoyle. Buy what you need.

7

R.I.P.

Up and down this ramp and the fun begins. Ahead are two more Armored Knights and a Fountain of Rejuv.. The paths can be tricky... don't run around unnecessarily.



8

R.I.P.

After soaking up the Energy, head to your right. With the exception of this chest, try not to open any skull and crossbone chests on this level.

9

R.I.P.

This one houses our friend Kal Kurtara, the Serpent Lord. Enlist his help in taking down some of the bad guys.

10

R.I.P.

Exploring this large network of paths will reveal a bunch of Armored Knights, some pesky Undead Warriors, the Chaos Rune, an Energy Vial, the Chalice of Souls and three of the eight Lost Souls.

11

R.I.P.

Head back, past the half-sunken fortress, and tackle the area to the left.

12

R.I.P.

In this smaller section, you'll find another two Lost Souls and an Energy Vial.

13

R.I.P.

This next section is tough. If you even mistakingly hit one of those skull and crossbone chests, they all will go off and you will find yourself taking a long and unwanted dip in the mud.

14

R.I.P.

This hazardous area offers up only one Lost Soul (two to go).

15

R.I.P.

Insert the Chaos Rune into the receptacle on the gate and head into a much wider area. Why don't I feel any more secure?

16

R.I.P.

There is another Lost Soul to your left. Snag it, and you activate a bunch of Undead Warriors who rise up from the mud. Mow 'em down.

17

R.I.P.

Heading to the right and jumping over the gap in this area will reward you with two Treasure Chests, two Energy Vials and one rare Life Bottle. It's been a while since we've seen one of these. You should now have a total of six.

18

R.I.P.

Head back over the gap and around these deadly-looking spiked wheels. I wouldn't get too comfortable just yet.

19

R.I.P.

Start walking down this hill and they come rolling after you. We have the Daring Dash, let's use it... a lot. Beat them down to the bottom and head to the right or left as they go sailing by and into the ocean.

20

R.I.P.

Heading up this ramp will give you the eighth and final Lost Soul. Take it, and here come the Undead Warriors and Armored Knights. Take out the Warriors first, then the Knights.

21

R.I.P.

Kill 'em all and head back to the top of the hill. We might have gotten all the Lost Souls, but there are still souls to collect for the Chalice. Up top we meet a new enemy, Ghostly Apparitions.

22

R.I.P.

These floating Apparitions must be shot down with projectiles and shoot deadly balls of magic if they get you in their sights.

23

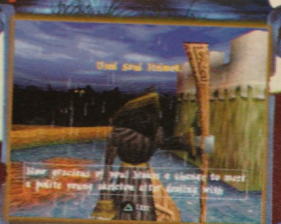
R.I.P.

When you collect enough souls for the Chalice head back over here and grab it.

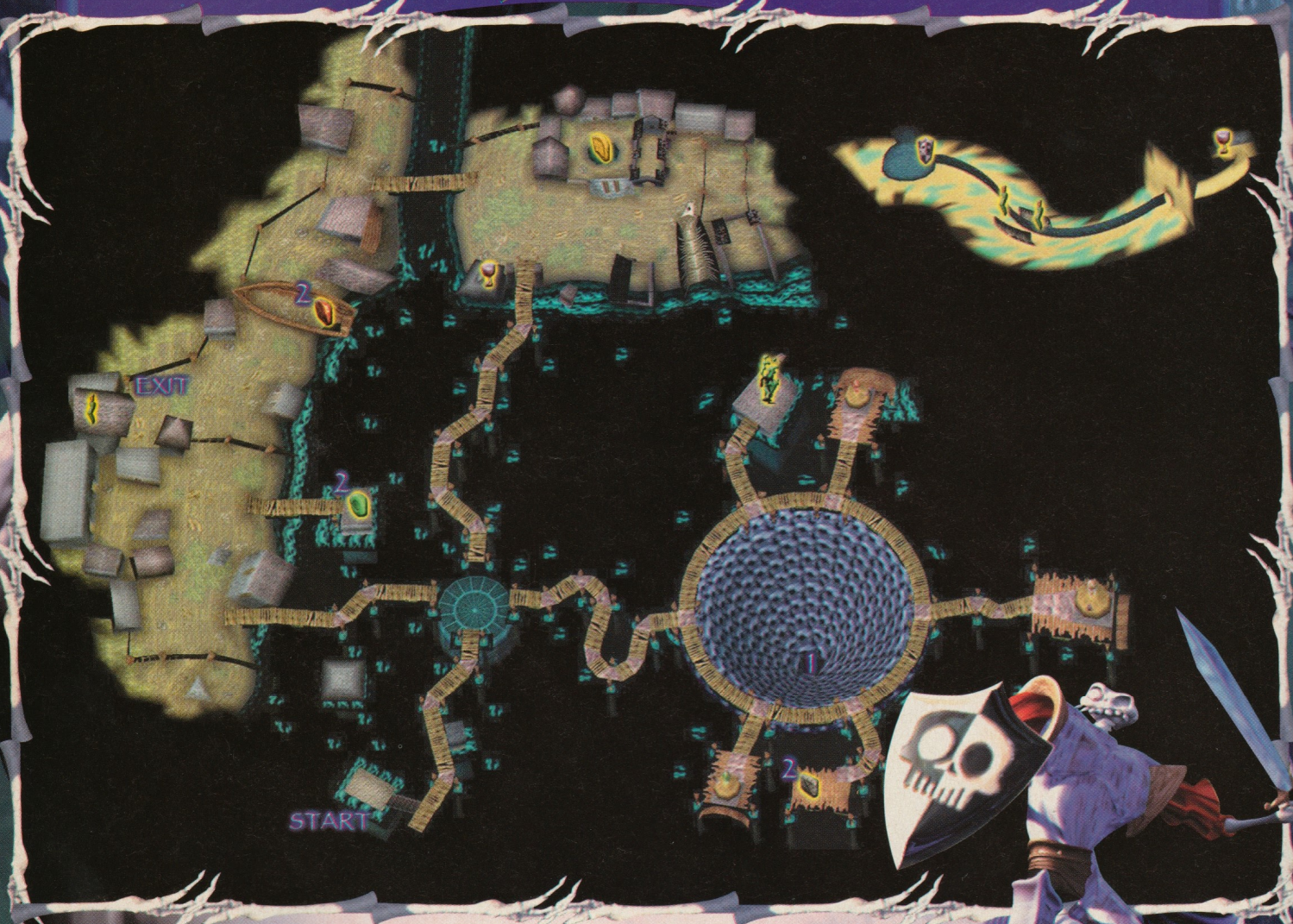
24

R.I.P.

Find your way back to the Boat Man and present him with your boat load of eight Lost Souls from your inventory. Before we go on the ride, it's a quick trip back to the Hall of Heroes.



the lake



legend

RUNE STONES:
- Earth Rune
- Chaos Rune
- Time Rune
- Star Rune

LIFE BOTTLES: 0

ENERGY VIALS: 1

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
- Silver Shield

SPECIAL ITEMS:
None

ENEMIES:
- Watchers
- Spitting Fish
- Armored Sea Lizards

Welcome to the sunken city of Mellowmede. This partially-submerged town is a breeding ground for a host of evil underwater creations. Here you'll find the going slow and difficult, as what's left above water is connected by narrow walkways that are more often blocked with enemies. Take your time, watch your step, expect the unexpected and you'll do just fine. Two pieces of advice for you: 1) Go back to an early level (such as the Graveyard) and replay it enough times so to stock up and fill all of your Life Bottles with precious Energy. 2) The book at the beginning of the level warns of the Watchers. If you take out these crusty eyeballs quickly, they won't be able to summon others. The problem is, you need to let them call their evil friends in order to collect all of the souls for the Chalice. You'll know when they're done, as they close their lids when they're finished.

puzzles

There really are no puzzles to speak of in this level. You're going to need to locate all three Runes with which to activate the Crystal contraptions and freeze the Whirlpool, (1) then find the last Rune to exit the level. (2) See the map for all of their locations.

new enemies

WATCHERS: Picture the nastiest, gooiest, crustiest, bloodshot eyeball you've ever seen and you'll have a good idea what these things look like. Watchers can be found attached to sides of buildings, like a barnacle on a boat, and come in two flavors; the Summoners and the Spitters. The Summoners, once they get a bead on you, will use some form of telepathy, calling the Water Creatures out from the murky depths to do their bidding — namely, pick apart your bony hide. Unfortunately, in order to collect enough souls for the Chalice, you're going to have to let them call on their crustacean friends. The Spitters are dark, black colored eyeballs that will spurt out their deadly eyeball secretions at you. When you see one, quickly go in for the kill, or use a projectile to take them out.

SPITTING FISH: These loogey-hocking Fish are nothing more than a nuisance. They hang around the unstable walkways that connect the remnants of the submerged city together and will literally hop out of the water in hopes of knocking you in. Kill them, if you like, but these suckers are soul-less and won't help you in your quest for the Chalice.

ARMORED SEA LIZARDS: The Armored Sea Lizards are a mean and tough bunch. They usually come in pairs, when summoned by the Watchers, and will inflict huge amounts of damage if they hit you with their venomous spittle. Unfortunately, you're going to have to do battle with them, so use your Shield often to block their attacks then go in for the kill (which takes multiple hits). Fighting them on solid ground is easy enough, but on the small walkways is another story altogether. They easily block any projectile weapon you toss at them, and knocking them into the water just makes them angrier. Why not throw them a Chicken Drumstick every so often and see what happens?

1

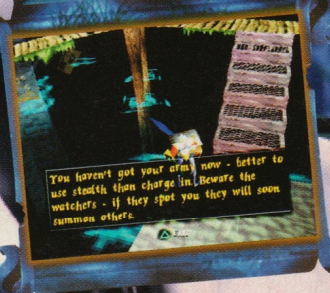
R.I.P.

After a lovely ride from our friend Death, we find ourselves on the outskirts of Mellowmede. Thank him for the ride and get ready for a tough level.

2

R.I.P.

The book at the beginning of the level warns of the Watcher. Don't heed its advice. When you come across these eyeballs, let them call their evil allies — we need the souls.


You haven't got your armour now - better to use stealth than charge in. Beware the watchers - if they spot you they will soon summon others.

3

R.I.P.

Head on up the stairway and along the path. Be careful not to fall off either side or it's instant death. When you get to these Spitting Fish, you can either shoot them down or just pass by when it's safe.

4

R.I.P.

When you get to this "L" section, you'll notice a wooden switch at the far end. By hitting the switch, the "L" platform will rotate and connect to another walkway. Start off by leaving it alone and taking the route to the left.

5

R.I.P.

Following along this path will bring you to dry land. Here, you'll find your first Watcher attached to the wall of this building. Let it eyeball you and summon his friends.

6

R.I.P.

The Armored Sea Lizards it calls leap from the depths. Use your shield to block their lethal spit, then slice them with your Broad Sword.

7

R.I.P.

Attached to this building is Watcher number two. This type of Watcher isn't interested in summoning allies, he just wants to shower you with eye boogers. Whack him.

8

R.I.P.

Once you've cleared the area around the walkway, head to the right to encounter another summoning Watcher, more Armored Sea Lizards...

9

R.I.P.

... and the Earth Rune sitting at the end of this rickety old bridge.

10

R.I.P.

Turn around and head straight back into this small area. Take out the annoying Spitter, collect the Treasure in the corner and enter either dark doorway.

11

R.I.P.

Inside this watery area, head right and collect the Energy Vial, then head on out to the next area.

12

R.I.P.

Hey, that's the exit, but we're not even close to being done yet! Just file away this location in your brain until later. Instead, let's deal with the two Watchers and the Armored Sea Lizards...

13

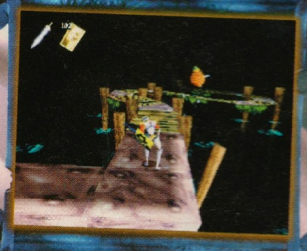
R.I.P.

...and grab the Chaos Rune sitting in this capsized boat. Grab it little buddy!

14

R.I.P.

Head back out the way you came and get yourself back to the "L" shaped platform. Give the wooden switch two whacks so you pass by the next walkway and connect to the following path. (The first is a locked gate.)



15

R.I.P.

Head down this new pathway and you'll encounter a few more Armored Sea Lizards. Don't even try to kill them. Instead, throw them a Chicken Drumstick and watch the results (particularly if you need energy).

16

R.I.P.

When you get to this intersection head to the right. Your first step around this massive whirlpool will be to insert the Chaos Rune into this strange looking Crystal contraption, then fight the Armored Sea Lizards that appear.

17

R.I.P.

Keep heading to the right and go down this platform. At the end is the Time Rune.

18

R.I.P.

Go back along the whirlpool to the next right and you'll find yourself at Crystal contraption number 2. Feed it the Earth Rune and it will come to life. Beware there are more Creatures waiting for you.

19

R.I.P.

Keep heading right and you'll find Crystal contraption number 3. This one takes the Time Rune. Insert it in the receptacle, and the whirlpool magically comes to a halt. What strange magic is this?

20

R.I.P.

Before we venture into the frozen whirlpool, go right one more time and soak up the much-needed Energy this Fountain of Rejuvenation has to offer.

21

R.I.P.

Before jumping in, you might want to take a couple strolls around the whirlpool to see if you missed any Armored Sea Lizards. Then, take a leap of faith and jump on down.

22

R.I.P.

We find ourselves in a strange and wonderful underwater cavern. The water above and to the sides of us is parted by magic, you won't be harmed. Head on forward and grab all the booty.

23

R.I.P.

I bet you've never seen an underwater Elephantaurus. Neither have I. Stop gaping and start moving. Grab the two Energy Vials and Treasure straight ahead.

24

R.I.P.

At the end of the underwater passage lies the Chalice of Souls. If you have collected enough souls, it's yours. If not, we will have soon enough.

25

R.I.P.

Outside, you find another Watcher or two. Let it summon a another Creature for you to maim.

26

R.I.P.

After getting the Spitter and the Treasure, head across the bridge to the next section. Here, you'll find a whole new set of hostiles.

27

R.I.P.

Inside this broken building is a Treasure Chest. Be careful not to fall into the water here.

28

R.I.P.

Entering into the ruins of this church will summon another group of Creatures. Killing them should have you at 100% of the souls.

29

R.I.P.

On the other side of the church lies the Star Rune. Unfortunately there is a bunch of Spitting Watchers guarding the thing. Run in there, take them out as quickly as possible and the Star Rune is yours.

30

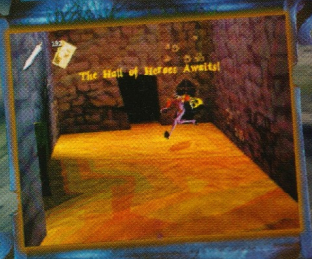
R.I.P.

Head out of the church and to your right. Go past this fence and into this burned out building to find a switch. Give it a good whack and a gate will open for you.

31

R.I.P.

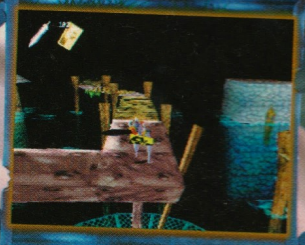
Now, head back across the bridge and grab the Chalice, if you haven't already done so.



32

R.I.P.

Then, cross the bridge once more and head through that newly opened gate back to the "L" platform. Two whacks on the switch will point you in the direction you want to go.



33

R.I.P.

Now, head back along the pathway to the dry section of land and into the dark doorway.

34

R.I.P.

It's back through the water-filled area and out the other side and you've arrived at the exit. Actually, it's the entrance to MediEvil's next level, The Crystal Caves, but we're going to make a quick stop at the Hall of Heroes first.

the crystal caves

legend

RUNE STONES:
- Earth Rune
- Star Rune

LIFE BOTTLES: 0

ENERGY VIALS: 2

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
- Silver Shield

SPECIAL ITEMS:
- Dragon Potion (Armor)

ENEMIES:
- Flying Shadow Demons
- Imps
- Rhinotaurs
- The Dragon

The Crystal Caves is a relatively short level. Here, you'll find all sorts of wondrous and colorful sights around every corner. But, don't be lulled into a false sense of security. While everything might look tranquil and beautiful, the Caves are filled with deadly enemies. In fact, if you search hard enough, you might just come across a fabled Dragon.

puzzles

Puzzle 1: Disturbing the Dragon: Beating the Dragon is a puzzle in itself. Once you've entered his lair, place both of the Dragon Gems you've acquired into the eye slots of the dragon head carved into the stone. (1) When he appears, he's not at all happy about being disturbed and decides to give you a good old-fashioned roasting. Getting too close to his head only proves futile, resulting in Dan catching on fire and taking damage. Your projectile weapons are no good either, harmlessly bouncing of his leathery hide.
The key is to bring the roof down on his head. Doing this takes a good ground walloping with your trusty War Hammer. One wallop to the ground creates a mini cave-in. By experimenting, you'll find that hitting the ground on each elevated platform causes rocks to fall on another to the right. Watch the Dragon's pattern, as he sticks his head out of each consecutive hole in pattern to the right, and wallop the correct platform accordingly. (2) With success comes the Dragon Potion.

new enemies

FLYING SHADOW DEMONS: These winged creatures will attack at close range with bolts of brimstone. Let them fly next to you, then brandish your new and improved, super-strength Magic Sword and fell them with one swoop.

RHINOTAUR: Cousin to the mythical Minotaur, the Rhinotaur is a worthless beast that had a hand in destroying the town of Mallowmede. Discovering that the Crystals in these Caves can prolong their lives, they moved underground and entered into a sleepful hibernation. Breaking them from their Crystal shells, one will find they carry not only a grudge for disturbing their sleep, but a massive Wooden Mallet perfect for crushing skulls like a ripe melon. Don't let this happen to you.

1
R.I.P.
These caves are strikingly beautiful. Don't stop to look too long, as there are five Flying Shadow Demons searching for you. Cut 'em down with your new Magic Sword.
2
R.I.P.
To the left is the Chalice. It's gonna be a while before we're able to collect it.
3
R.I.P.
Head along the path to the right and you'll find yourself at the entrance to the interior Caves.
4
R.I.P.
Inside, you'll find the first of monsters encased in a Crystal shell. Break open that puppy and skewer the Imp inside.

5

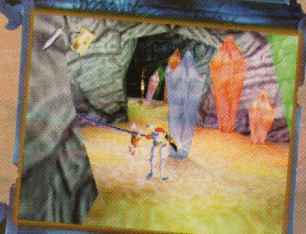
R.I.P.

From here, you can go either right or left. Heading left will result in a short trip. You need a Star Rune to get past here.

6

R.I.P.

Right leads us into another Crystal-filled room. Watch out for that Imp, he's looking to pocket your shiny, new Magic Sword. Take him out before he gets the chance.



7

R.I.P.

From here, go left into this room with a revolving Crystal in the middle. The shards sticking out of it from all sides are sharp and deadly. Run in here and follow them around, clockwise, and scoop up the Treasure and Earth Rune in the process.

8

R.I.P.

Now, head into this large area to the right and you'll come across a plethora of enemies encased in Crystals. Break open the skull and crossbones chest to rip most of them to shreds.

9

R.I.P.

Run up this ramp and take out the Rhinotaur that breaks out of the Crystal. You might as well grab the Silver Shield and Treasure while you're up here.

10

R.I.P.

Sweep the place for any left-over enemies, then move ahead into this next cavern. Straight ahead, you'll see a winding ramp leading upwards and a Fountain of Rejuvenation to the right. Soak up some Energy and head up the ramp.

11

R.I.P.

At the top, you'll encounter a few Imps and Rhinotaurs, a Merchant Gargoyle and a gate waiting for the Earth Rune.

12

R.I.P.

Enter through the gate, clear the area of enemies and goods, then head through this waterfall into the cave beyond.

13

R.I.P.

Welcome to the Dragon's lair. Before we wake up this menacing grouch up, go around and snag the booty he's been hording, which includes a ton of Treasure, an Energy Vial and the Star Rune.

14

R.I.P.

Now, insert the two Dragon Gems into the eye sockets of this dragon head carved into the stone wall. Soon enough, the Dragon appears. Where have I heard this voice before?

15

R.I.P.

In order to beat the Dragon, you're going to have to cause the roof to cave in on his head. All of your weapons simply don't have any effect on him any other way. Switch to your War Hammer and get ready to rumble.

16

R.I.P.

By slamming each of the four consecutive platforms with your Hammer, you can cause the roof to cave in on the platform to the right of it.

Slamming the final platform will cause a cave-in on the one where you started.

17

R.I.P.

Just wait for the Dragon to rear his head in the corresponding cave and whack the ground to bring down a whole lot of hurtin' on his head.

18

R.I.P.

Take a hit from his fiery breath, and you will take some sustained damage by catching on fire.

19

R.I.P.

Hit him enough times and you're rewarded with a special Dragon Potion, which acts as magical Armour, giving you temporary invulnerability from heat while allowing you to breath fire, cool!

20

R.I.P.

Ok, it's time to move on. Put away that pretty green Armour and equip your Magical Sword. Head back out of the Dragon's Lair and go to the left into this new area.

21

R.I.P.

Take out the various Rhinotaurs found here, then run around this platform collecting the Treasure. Don't stop too long on the different colored sections of floor, as you'll find yourself taking an unwanted swim.

22

R.I.P.

Moving right along, you find yourself in yet another colorful, Crystal filled room. Take out the group of Crystal-encased enemies, collect the Treasure and head down the ramp.

23

R.I.P.

You should find yourself back in the room that leads to the revolving Crystal. Head to your left then turn right and insert the Star Rune into the eager receptacle.

24

R.I.P.

This, in turn, will raise a large platform, on which you can walk across to the next room. In here, you'll find the exit and enough enemies to obtain the required 100% of souls for the Chalice.

25

R.I.P.

Before we leave, head back out of the entrance, grab the Chalice outside, and then return to the exit.

the gallows gauntlet

legend

RUNE STONES:
Star Rune

LIFE BOTTLES: 0

ENERGY VIALS: 1

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
Silver Shield

SKULL AND CROSSBONES CHESTS: 2

SPECIAL ITEMS:
None

ENEMIES:
Impaled Dead
Hang Men
Mummies
Serpent of Gallowmere

The Gallows Gauntlet exists solely to test Sir Dan's mettle. Once just the butt of many a joke, Fortesque has proven himself, time and again, to be quite the hero, becoming an annoying thorn in Zarok's side. The Gauntlet throws a variety of new, blood-thirsty enemies at Dan, as well as an encounter with an evil Serpent Lord, the Serpent of Gallowmere. Tread carefully around each corner, as enemies lurk everywhere. This is also the first time we get to try out our fancy new Dragon Armor, which is necessary to get us through the all-important Dragon Gate.

puzzles

Puzzle 1: Getting through the Dragon Gate: A simple puzzle, really. Just equip your new-found Dragon Armour and stroll right through. This Armor will protect you from the immense heat created by the gate and will let you walk through unscathed. Did I forget to mention there's a group of blood-thirsty Hang Men waiting for you on the other side? (1)

new enemies

IMPALED DEAD: What's this? It looks like these poor saps were impaled with huge stakes and left to die. Wait a sec... get close enough and these freaks come groaning back to life, snapping their stakes in two and then charging at you, with the sharp half still stuck in their belly. If they get close to you, you're going to take some damage. It's better, if you have the luxury, to stay back and pepper them with a strong projectile, such as the Spear or Magic Longbow.

HANG MEN: These tortured souls were sent to the Gallows and left to sway in the wind. Now that they've been brought back to life, they're looking to take their misfortune out on you. Again, get close, and they will inflict damage; swinging violently back and forth from their noose. While they go down easier than the Impaled Men, it's still better to chip away at them with a projectile.

MUMMY: Like ancient folklore, the Mummy roams the earth in eternal frustration. Wouldn't you, if you were wrapped in gauze head to toe? If you encounter this tightly wound-up monstrosity, set it free with a couple of well-place Magic Sword swipes.

THE SERPENT OF GALLOWMERE: This Serpent is not a friendly like Kul Katura. He is not here to aid you in battle, no sir, it's just the opposite. If (and when) you encounter this astral beast, take the book's advice and run like a coward until he goes away.

1

R.I.P.

Starting out in this level, you encounter two Impaled Men. Stay back where you are and shoot them down quickly with a couple of well-aimed Magic Bolts from your Magic Longbow.

2

R.I.P.

Head forward a bit and you'll come across another batch off to your left. If you clear them out, you should have that Fountain of Rejuvenation all to yourself.

3

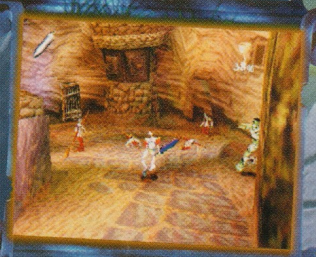
R.I.P.

Moving right along, we encounter a Mummy, a few more Impaled Men, a bit of Treasure, a couple of Hang Men and the exit? This isn't the "real" exit of the game, just an opportunity to head back to the World Map in case you don't have the Dragon Armor. You do have the Dragon Armor don't you?

4

R.I.P.

To the right of the "chicken exit" is another long hallway. At the end of this hallway we find ourselves crashing a monster mash. We'll show them the true meaning of "monster mash."



5

R.I.P.

Follow the path to the left (ignoring the Star Rune receptacle for the time being) and you'll come into this area. Dead ahead is the rumored Dragon Gate and to the right is the Chalice, locked away behind a gate.

6

R.I.P.

Forget the Chalice for the time being and let's tackle the gate. From your weapon inventory, select the Dragon Armor. This Armor will protect you from the immense heat created by the gate and will let you walk through unscathed.

7

R.I.P.

Did I forget to mention there's a group of blood-thirsty Hang Men waiting for you on the other side?

8

R.I.P.

Inside this circular room are four slightly-raised platforms, a small gathering of enemies and a skull and crossbones chest which holds the Serpent of Gallowmere.

9

R.I.P.

You can try and take out all of the enemies, but that last, jerky Hang Man sets the Serpent free. Stay away from this nasty beast, if at all possible, until he gets tired of chasing you and goes away.

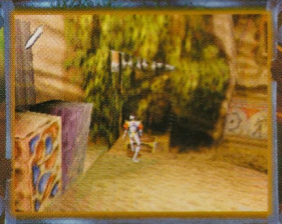
10
R.I.P.
Now, step on each of the slightly-raised platforms to open a gate somewhere back in the other area.

11
R.I.P.
Don your Dragon Armor, head back through the Dragon Gate and take a right down this hallway.

12
R.I.P.
If you follow the right wall a ways, you'll find yourself back at the beginning of the level. From the beginning, let's collect the stuff we revealed when we opened the gates. Here's a Merchant Gargoyle.

13
R.I.P.
A bit forward, we'll find the Star Rune on the right.

14
R.I.P.
Just a little bit ahead is another slightly-raised platform. Step on it...



15
R.I.P.
...revealing the Chalice of Souls.

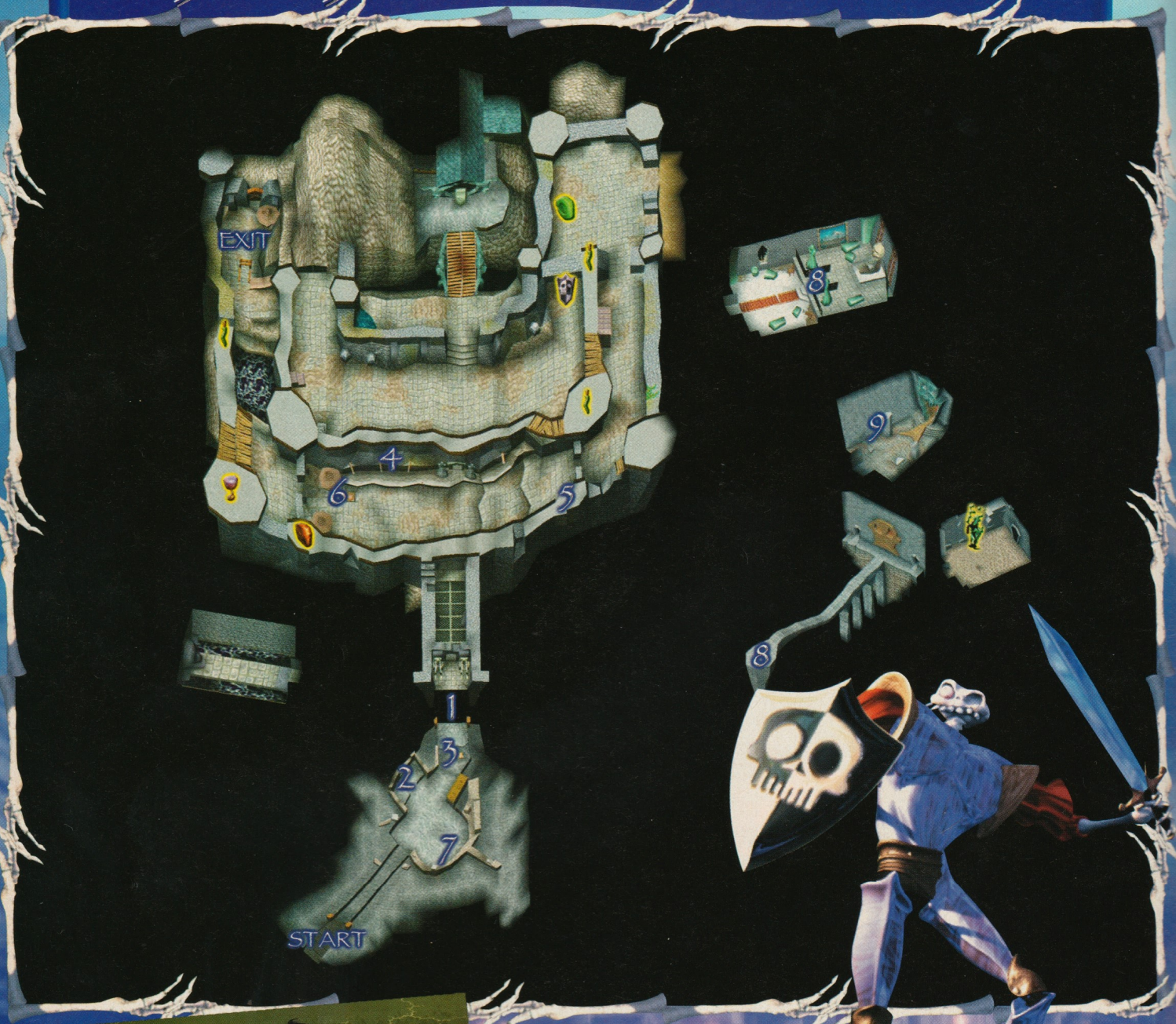
16
R.I.P.
Up and to the right, you eventually come to the Star Rune receptacle. Don't break open that skull and crossbones chest just yet. Instead, grab the Treasure Chest and open the gate.

17
R.I.P.
Whoa! What do we have here? There are quite a few enemies blocking your exit. If you step through the gate then walk back out, you should be able to lead these goons right to that skull and crossbones chest. Break it open and watch the fireworks!

18
R.I.P.
You should now have enough souls for the Chalice. Head out the gate and around to the right and you'll be able to snag it, as well as an Energy Vial.

19
R.I.P.
Go back through the gate, out the exit and straight to the Hall of Heroes.

the haunted ruins



legend

RUNE STONES:
- Chaos Rune
- Earth Rune

LIFE BOTTLES: 0

ENERGY VIALS: 2

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
- Silver Shield

SPECIAL ITEMS:
- King's Crown

ENEMIES:
- Flying Shadow Demons
- Shadow Demons
- Golem Statues
- Undead Knights

The Haunted Ruins is the sight of the once-majestic castle of King Peregrin. Unfortunately, the past 100 years have not been kind to the castle and its grounds. Coupled with the darkness and despair Zarok has spread across the kingdom (and the Shadow Demons you unleashed back in the Enchanted Earth), the castle has become a haven for the most evil creatures ever created. Besides being a visual feast, this level has a few clever puzzles right off the bat.

puzzles

Puzzle 1: Lowering the Drawbridge: Upon starting the level, you'll come upon this huge gap between the village road and the castle looming ahead. (1) In order to the lower the drawbridge, we're going to need to get those chickens to eat. (2) Rustle their feathers by rousting them out of their coop, then direct them toward the large feed pile by the road. (3) After a few minutes of pecking up the feed, a platform is revealed underneath. With the weight of the feed lifted from the platform, the drawbridge is activated and will drop.

2: Saving the farmers: These poor farmers are being tortured by the no good Shadow Demons. (4) These Demons have hoisted the unlucky saps against the castle wall and have lit burning fires underneath them. The catch: if they so much as even sense your presence, they will sacrifice the farmers by dropping them into the fires below. From the castle wall above, launch a barrage of Magic Arrows killing the first Demon. (5) Now, quickly jump down and shoot down the others with a few more well placed Magic Arrows in their backs. Catch them all before they reach the farmers, and you can breathe easy. Now, before we get ahead of ourselves and set them free, don't you think we should extinguish those fires? Use your Wooden Club to snuff each out, then step on the platform to drop them down. (6) But wait, there's more. If you follow them back to the beginning of the level, you'll find they are waiting with three bountiful Treasure Chests as a token of their gratitude. (7)

3: The King's Crown: A fairly simple puzzle, all you have to do is find King Peregrin's Crown and place it in his throne. When you first enter the throne room, a trap-door opens in the floor in front of the throne, dropping you to the depths below. (8) Luckily, the Crown isn't too far away, it's resting in a corner in this boiling inferno of a room, to the right. (9)

new enemies

GOLEM STATUE: These two lava-spewing statues exist in this level to keep you from escaping, before the timer expires and the castle sinks into the volcano it's built upon. Like the Armored Knights in the Ancient Pools level, they can't be damaged, injured or killed in the conventional weapon wielding way. Instead, you're going to have to utilize the Daring Dash and push these two-ton suckers over the side of the castle walls. Just use caution that you don't go overboard with them.

1

R.I.P.

We start outside the castle walls on the outskirts of a little village. A quick read explains that the local farmers have been captured by the Shadow Demons. Let's bring 'em home.

2

R.I.P.

But we can't go very far just yet, those pesky Demons have raised the draw-bridge and it's a lethal drop into obscurity if you try to jump it.

3

R.I.P.

There must be a switch around here somewhere... Hey! Why don't you roust the chickens out of their coop and see what happens when they eat that rather large pile of grain in front of the draw-bridge.

4

R.I.P.

Well, what do ya know? The chicken feed was hiding a pressure plate in the ground and now that the weight is off it, it rises and lowers the draw bridge. Cross the bridge and head up the torch-lit stairs to the left.

5

R.I.P.

From this vantage point, you can see the poor farmers tied to stakes, dangling precariously over hot flames. It turns out that the Shadow Demons will sacrifice these poor souls at the first sign of trouble.

6

R.I.P.

Before we do anything rash, head left, along the wall, and grab the Chaos Rune.

7

R.I.P.

Now, head to the right (killing that flying Shadow Demon overhead with a well-placed Magic Sword swipe) and equip your Magic Longbow when you get to the end.

8

R.I.P.

From this opening in the wall, you should be able to aim at, and shoot down, Shadow Demon number one (there are three in-all in this section of the castle, below).

9

R.I.P.

Quickly jump down and shoot and kill numbers two and three while chasing them toward the farmers. If even one reaches that raised platform, the farmers will be sacrificed.

10

R.I.P.

Before you elect to drop them down, it's advisable to extinguish those fires first. You know what to do: Equip the Wooden Club and stamp them out. Now, step on the platform and watch them head for the exit.

11

R.I.P.

If you follow the farmers back to the village road, you'll find they are more than happy to repay you for your valiant deed. While it's no pig, they will give you three bountiful Treasure Chests. Bonus!

12

R.I.P.

Head back into the castle and go to the right (heading left results in a dead-end. Your path is blocked by hot scalding oil. Don't worry, we'll fix that soon enough!).

13

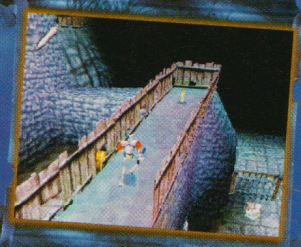
R.I.P.

Through this gate are another couple of Shadow Demons and a trio of automatic firing cannons. No big deal, just kill the Demons and run past the cannons when they're not shooting.

14

R.I.P.

On your left is a set of wooden stairs. Head up them, then collect the one Energy Vial to the right before moving on to the left.



15

R.I.P.

Follow along the wall until the end and head down into this new area. Sweep it for enemies, taking down all the Undead Knights you can find.

16

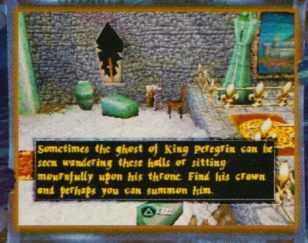
R.I.P.

Head up the stairs and insert the Chaos Rune into the receptacle. This is the entranceway to King Peregrin's throne room. Take out the lingering Shadow Demon then cross the bridge when the statues aren't spitting out fire.

17

R.I.P.

Heading into the throne room straight ahead, we find out that the King's Crown has the power to summon his astral form from the dead. Question is, where is it?


Sometimes the ghost of King Peregrin can be seen wandering these halls or sitting mournfully upon his throne. Find his crown and perhaps you can summon him.

18

R.I.P.

To start, stand on the rug in front of the throne and you'll be one step closer to finding it.

19

R.I.P.

From here, head down the ramp, killing the Flying Shadow Demons along the way.

20

R.I.P.

At the end, you have two choices; right or left. Go left.

21

R.I.P.

This sweltering room houses the flood gate. Apparently the whole castle was constructed on top of a dormant volcano. By the way, you'll find the King's Crown sitting in the corner.

22

R.I.P.

Now, head back out and across to the other room. There are a couple more Shadow Demons and a Fountain of Rejuvenation in here.

23

R.I.P.

Exiting out, we find ourselves outside the throne room. Head back in and place the King's Crown inside his throne by selecting it from your inventory.

24

R.I.P.

The King magically appears and tells you that, in order to eliminate the infestation of Shadow Demons, you must break open the flood gates and let the lava collapse the castle ruins on top of them. Good luck.

25

R.I.P.

In this castle courtyard lies the switch behind this gate, which will open the flood gates. Once you've hit it, Dan's got two minutes and fifteen seconds to find a way out before he goes down with the rest of them.

26

R.I.P.

Before you hit it, grab that Earth Rune to the left.

27

R.I.P.

Ok, activate the switch and watch as the counter starts clicking down.

28

R.I.P.

What's this? These two Golem Statues seem to have come to life. Use your Daring Dash and diligently push them over the edge without falling over yourself.

29

R.I.P.

Now that we've taken care of that problem, head out the opposite gate, through the shooting cannons and back in to the main courtyard, quickly killing the Shadow Demons you encounter along the way.

30

R.I.P.

Head into this entrance and place the Earth Rune into the receptacle attached to the statue at the end. This results in the draining of the scalding oil.

31

R.I.P.

Don't dawdle! Head out and to the right, through the gate we told you not to go through earlier and up the staircase dead ahead!

32

R.I.P.

First, follow the path up and around to your left to collect the Chalice and some Treasure (you do have enough souls, don't you?).

33

R.I.P.

Then, head to the right and grab the Energy Vial (only if the timer is still over thirty seconds).

34

R.I.P.

Head back down and to the right heading up this section that was once filled with the hot oil.

35

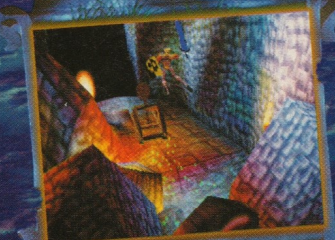
R.I.P.

At the end you'll find a catapult. It turns out the castle gates are locked and you're going to have to use this unconventional means of travel if you want to get out "alive." Grab the Treasure Chests first you greedy guy!

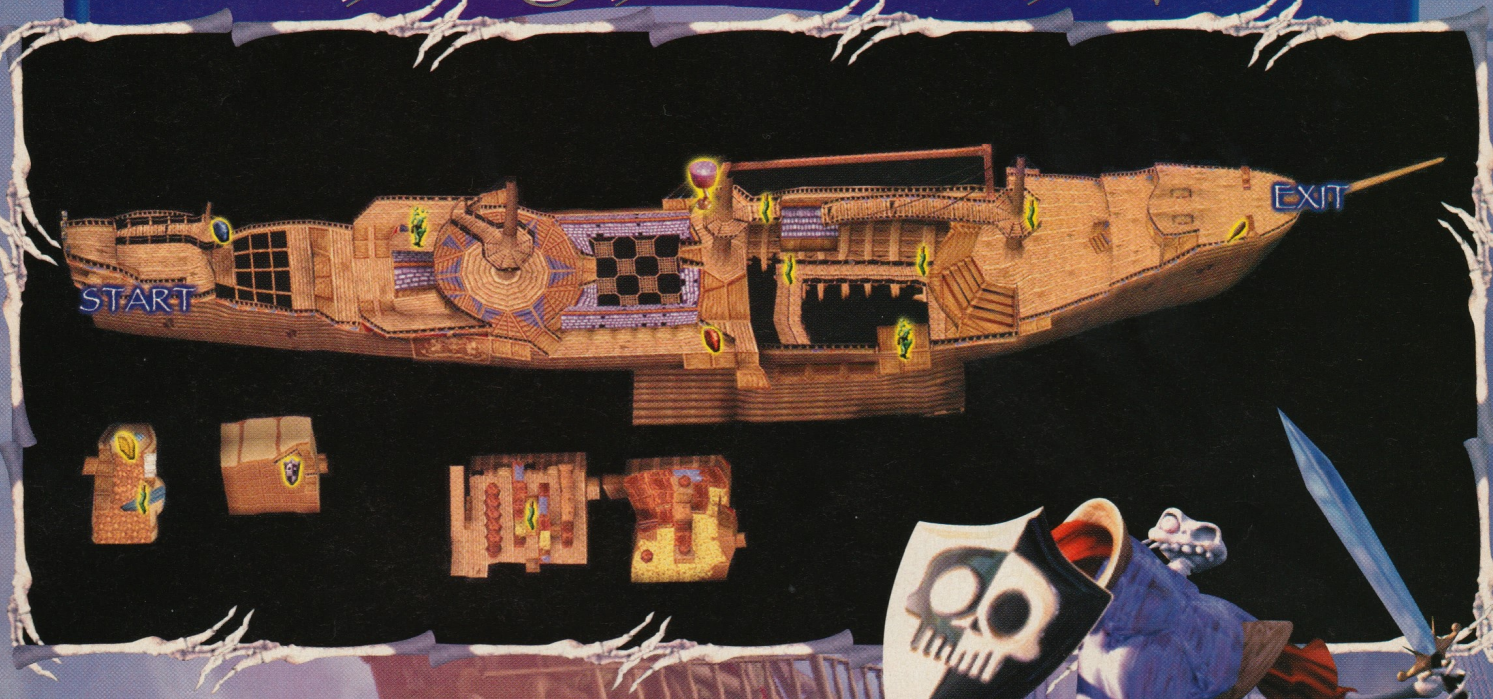
36

R.I.P.

Now hit the switch to the right, jump on the catapult and follow that boulder outta' here!



the ghost ship



legend

RUNE STONES:
- Moon Rune
- Star Rune
- Chaos Rune

LIFE BOTTLES: 0

ENERGY VIALS: 5

FOUNTAINS OF REJUVENATION: 2

WEAPONS AND SHIELDS:
- Silver Shield
- Wooden Club

SPECIAL ITEMS:
None

ENEMIES:
- Skeleton Crew
- Skeleton Officer
- Skeleton Captain (Boss)

After the great CG cut-scene, you'll find yourself on his floating Ghost Ship — way up in the night sky. Beware, this is a tough, tough level. Besides the relentless Skeleton Pirates and the Pirate Boss that you'll have to deal with, there are a numerous amount of pitfalls and hazards that will either send you dropping to your death, miles below, or down into the bowels of the ship, where you'll have to work your way back out to the top. Who was it that said "Dead men tell no tales?"

new enemies

SKELETON CREW: For the most part, these pesky skeletons are indestructible, breaking into bone fragments after three or four hits, only to regroup and attack again. Dash by or avoid them at any cost, and go for the blue coated Officers. Without them to give the orders, the Crew will fall apart... literally.

SKELETON OFFICERS: The blue coated Officers are the key to bringing down the Crew. If you take one of them out, the surrounding Crew members lose the will to fight and go out with a whimper. Be careful around the Officers, as the Crew will viciously attack and try and keep you away from their Officer at any cost. At least they're loyal. Rubbing salt in the wound, the Officers also carry an unlimited supply of Daggers, which they're happy to toss in your direction.

SKELETON CAPTAIN (BOSS): The Skeleton Captain talks a big talk but, when it comes down to it, hides behind the safety of a group of stacked barrels. The only way to bring him down is to set your Wooden Club aflame and light the two cannons sitting a few yards away from him. If you keep firing them, non-stop, sooner or later you will hit him the prerequisite eight times it takes to kill him for good. Did I mention that he has a horde of Skeleton Crew willing to lose their lives in order to take yours?

1

R.I.P.

Plow your way through the Crew and take out the head-honcho on the gang-plank.

2

R.I.P.

Now that the pesky Skelies are out of the way, head up to the mast and grab the Moon Rune.

3

R.I.P.

Back at where you started the level, you can place your newly acquired Rune into the receptacle and enter into the Captain's quarters.

4

R.I.P.

Whoops, it looks like we're barging in unwanted. Take out the Blue Coat and grab the leftovers: an Energy Vial, the Star Rune and a Merchant Gargoyle to visit.

5

R.I.P.

Back outside, we find ourselves in the company of more crew members. Head past them and into this area with opening and closing hatches. Apparently someone forgot to batten them down.

6

R.I.P.

It's just a hop, skip and a jump over the unstable hatches. You can try and watch their patterns to get across safely, but it might be faster to fall through, where you'll end up in this room below.

7

R.I.P.

If you exit out, you'll find your bones back outside and on the other side of the hazard.

8

R.I.P.

These rolling barrels aren't hard. Just wait for them to pass by, then jump into this safe area. From here, you can patiently time the barrels and jump up to get the Treasure.

9

R.I.P.

Now, follow the two barrels across to the other side and jump over them when they come back toward you.

10

R.I.P.

There's a Fountain in this safe area, you're going to need all the Energy you can get.

11

R.I.P.

Now, head up and place the Star Rune into the receptacle and follow this catwalk up to the main mast. You can drop down at the end.

12

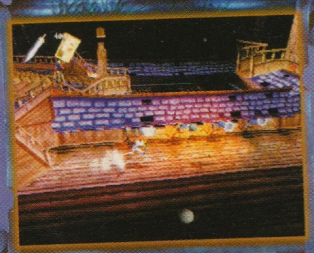
R.I.P.

Here, we find ourselves in the company of a bunch of Crew members and an Officer. We suggest you head straight for the Officer and crush his bones to dust.

13

R.I.P.

We're not going to get much further without the Chaos Rune. Head down this path to your right and follow the cannon balls after the first one has fired. If you use your Daring Dash, your shield will block any potential danger.



14

R.I.P.

At the other end we find what we were looking for: the Chaos Rune. Take it and head back the way you came (don't try and jump off and around to the ledge on the right — believe me, it can't be done.

15

R.I.P.

Insert the Chaos Rune into the receptacle and get ready for the next challenge.

16

R.I.P.

This open-area is semi-covered by rope nets. If you're patient, it's more than possible to get across to the other side without falling down into the hull of the ship. Move to the end and drop onto the first net.

17

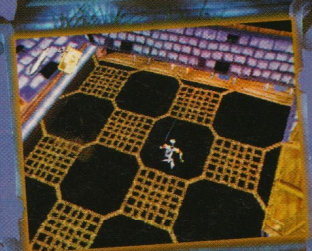
R.I.P.

Dan will bounce a couple times before he settles down. Wait for Dan to stabilize and jump once to either net (to the left or right). Use the manual camera to get the right perspective and line yourself up before you jump.

18

R.I.P.

Again, wait for Dan to stop bouncing and head across to the next. If you do fall down below, here's what to do. If you make it across without falling, skip the next six shots.



19

R.I.P.

Falling into the hold of the ship, you will, most likely, find yourself on this network of catwalks, with two Energy Vials and some Treasure...

20

R.I.P.

...or in this room with an Officer and three Crew members. Head up the crates and through the exit to the left after you've taken care of business.

21

R.I.P.

In the next room, wait for the first cannon to fire, then Dash your way down the corridor — stopping in the sunken floor for a safe pause, the cannon balls will harmlessly fire over your skull — and to relative safety at the end.

22

R.I.P.

The next hallway has an energy vile in the middle between two crates. The cannon fires safely over your head, unless you're jumping. Time your jumps over the crates in order to avoid getting hit.

23

R.I.P.

The third cannon hallway is a simple timing pattern. Wait for the cannon to fire and pass by, then Dash your way down to safety at the end.

24

R.I.P.

Same deal here, wait for the cannon ball to pass you by, then head for that Treasure Chest. Go man!

25

R.I.P.

Up the ramp, you will find yourself back outside, where you'll have to attempt crossing the nets one more time. Patience.

26

R.I.P.

Once you've traversed the nets, you can head to the right and try and cross the opening and closing cannon hatches...

27

R.I.P.

...but you don't need to and it's much too risky. Head to the left and hop onto the first of the three swaying hanging platforms.

28

R.I.P.

Hop across the next two and then carefully position yourself so you'll fall onto one of the revolving platforms below. This is a crucial timing matter and, if you make a mistake, will cost you an Energy-filled Life Bottle.

29

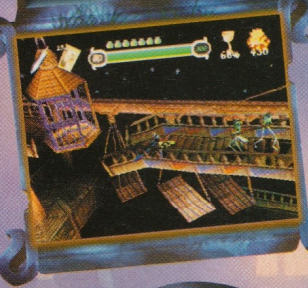
R.I.P.

Ride the platform to the Fountain of Rejuvenation and take a bath. Then, hop back on and follow it around to this caged elevator. Take a ride up to the top.

30

R.I.P.

To the left, you'll find an Energy Vial and the Chalice, but we don't have enough souls yet. Head right along this path instead, grab the Energy Vial at the end and hop down to the other side.



31

R.I.P.

Here, you'll find the remaining Skeletons in order to fill the Chalice. You're going to have to fight down this batch of Crew Members in order to get to the Officer on the other side of the barrels.

32

R.I.P.

Now, tackle him and his Crew until they're all pushing up daisies — again.

33

R.I.P.

Ok, head back to the revolving platforms, around to the caged elevator and back up to the top. Grab the Chalice and energy vile, then head back across the catwalk on the other side and back down to where you just were.

34

R.I.P.

Heading through this doorway will take you to the boss. He's hiding behind the relative safety of some barrels and, to make matters worse, there's a bunch of Crew members behind and around you, yipes! (If you dash through the door(s), you can lock a few baddies on the outside — looking-in.)

35

R.I.P.

We're going to have to shoot this sucker down, while doing our best to avoid the regenerating Crew members. Equip your Wooden Club (or grab the one in the corner) and light it on fire.

36

R.I.P.

Head over to the two cannons and set them ablaze. It's possible to try and time your shots, waiting for the Cap'n to walk towards the correct one, but it might be easier to keep rotating back and forth, lighting each one on fire.

37

R.I.P.

Every so often the Crew will get a little tired and try and get forty winks. Try and use this very short period wisely. Unfortunately it doesn't last very long.

38

R.I.P.

After getting slammed in the gut with a cannon ball eight times, the Captain takes a dive and the Crew members go down with him. Congratulations! That was a close one. Take the wheel and steer this ship home.

the entrance hall

legend

RUNE STONES:
None

LIFE BOTTLES: 0

ENERGY VIALS: 0

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
None

SPECIAL ITEMS:
None

ENEMIES:
Imps

The Entrance Hall is a relatively short level and is the beginning of the last group of levels. This castle hall shows the way to Zarok's Lair and is the place where Zarok practices his dark magic. There are no real threats in this level (except for a bunch of bothersome Imps), as Zarok is out trying to plunge the land into eternal night. You'll be hard-pressed to find any puzzles to solve either. Go ahead and marvel at the stark beauty of Zarok's castle and feel free to mess up the place, he deserves it!

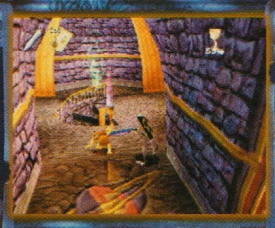
new enemies

SHIELDED IMPS: While we've encountered these mischievous creatures time and time again, apparently these ones have gotten a hold of Zarok's spell books and have found a way to temporarily shield themselves from your attacks. Fortunately, they're no match for Dirk Steadfast's Magic Sword. Just keep swinging and they will eventually go down.

1
R.I.P.
Take out the four imps in the front hall them jump down, to the floor below from any of the four possible ways.

2
R.I.P.
From here, head into the hallway, kill the lingering Imps and head to the left and down the stairwell.

3
R.I.P.
At the bottom you'll find a congregation of Imps, a Fountain of Rejuvenation, and a spiral staircase leading downward. Get some Energy and head on down.



4
R.I.P.
At the bottom of the staircase, you'll find yourself in a large room with a Merchant Gargoyle. Stock up on any necessary items.

5
R.I.P.
If you head through the only doorway, you'll find yourself in a room surrounded by dragon statues. The exit is in here, as well as more Imps. Kill, then head back the way you came.

6
R.I.P.
Back at the intersection, head to the right this time.

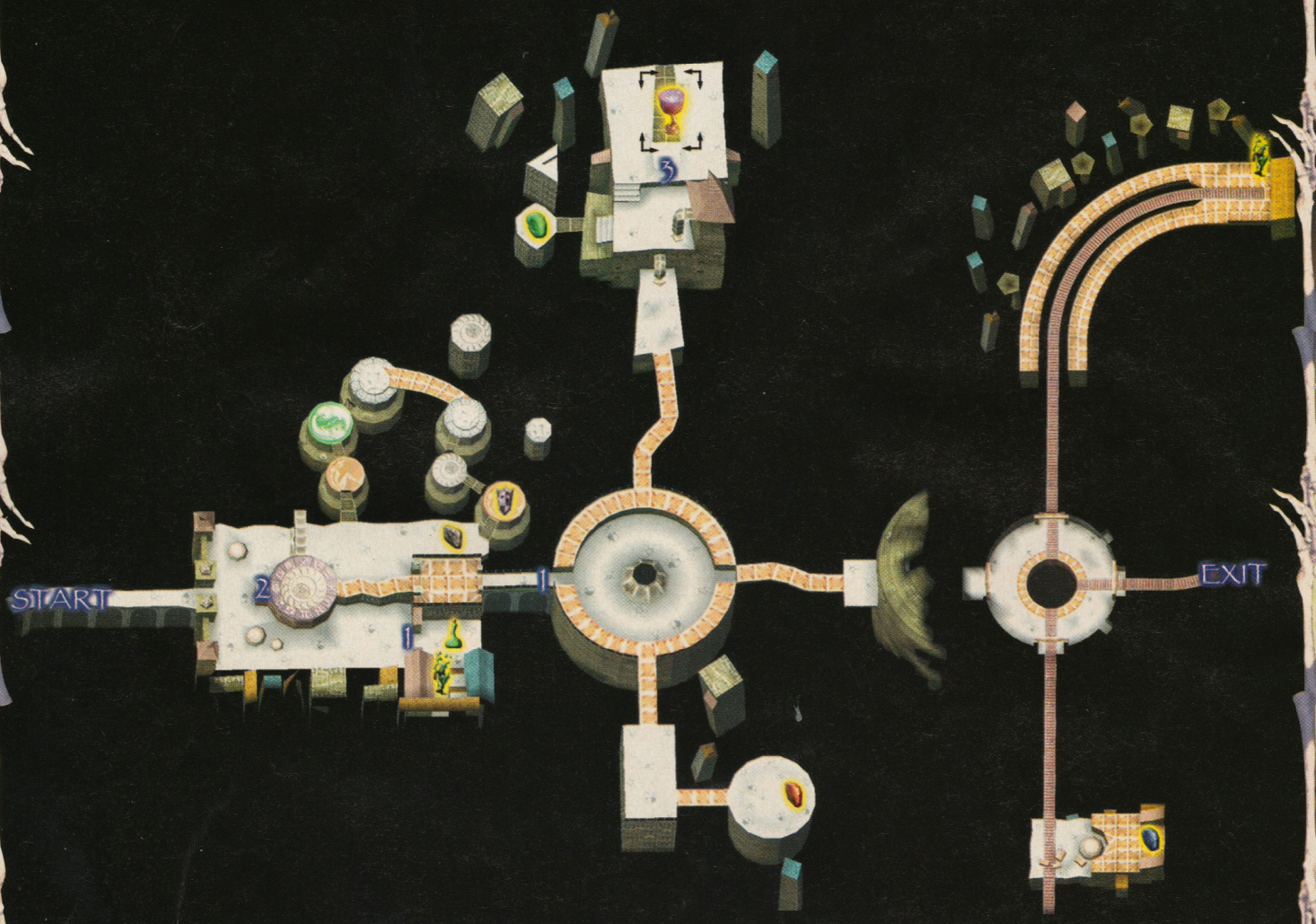
7
R.I.P.
At one point, you'll come to a landing with a few more Imps, we need their souls!

8
R.I.P.
Keep following the stairway down until you find yourself in Zarok's study. Watch out for multiple thieving Imps in here who are looking to pilfer all your good weapons.

9
R.I.P.
The Chalice of Souls is here as well. If you've killed all the baddies you've come across, you'll have 100%.

10
R.I.P.
Snag the Chalice then head up, around, across, down and out. Done!

the time device



legend

RUNE STONES:
- Time Rune
- Chaos Rune
- Moon Rune
- Earth Rune

LIFE BOTTLES: 1

ENERGY VIALS: 0

FOUNTAINS OF REJUVENATION: 2

WEAPONS AND SHIELDS:
- Silver Shield

SPECIAL ITEMS:
None

ENEMIES:
- Guards
- Flying Eyeballs

What sort of twisted magic is Zarok up to now? We find ourselves dropped into some alternate reality, where time has gone haywire. In this level, we'll find the train that will take us to our ultimate destination — Zarok's Lair, as well as a set of difficult challenges. Stay on your toes, my friend, as this is going to be one wild ride.

puzzles

Puzzle 1: OPENING THE LOCKED CLOCK GATES: This is a fairly simple puzzle that takes a bit of short-term memorization. When you come to either of these two gates, a clock will lower from nowhere in the sky. When the hands finally stop moving, they will lock in key positions. (1) Remember their positions and then hop on to the corresponding big clock in the middle of the level. Here, you can manipulate the big and little hands by jumping up and down on the matching buttons. Just position the hands to match those of the smaller one in front of the gate and it will magically open. (2)

Puzzle 2: DISCONNECTING THE ELECTRIC STREAM AND FREEING THE CHALICE FROM THE CRYSTAL: These streams of electricity need to be turned off somehow. We know if we whack on this skull tablet, it disconnects for a total of three short seconds. Do it, then use your Sword to turn either jet to break the connection before the timer runs out. In order to break the crystal, we need to position the bottom two jets so they are facing each other (if you accidentally moved the top two out of position, simply hit all four so that the connection is re-established). A couple whacks of each is all it takes. (3)

new enemies

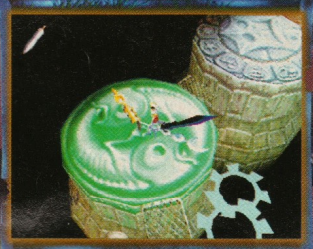
FLYING EYEBALLS: These retinal fiends have sprouted wings and can zap you with a bolt of electrical magic, if they get a bead on you. Pop them like a ripe cherry tomato any chance you get.

1
R.I.P.
This butterfly-shaped gate opens with a Sword-whack of the switch.
2
R.I.P.
From here, you can either go right or left. There are a few Guards patrolling the immediate area, as well as some pesky Flying Eyeballs. Take them out and head to your left.
3
R.I.P.
Ignore the hovering wind-up clocks, they're harmless. Instead, time your jump over this small gap as to not get sliced by the sharp, ticking clock hand.
4
R.I.P.
On the other side are a couple more Guards and a locked gate. Head to your left, onto this grated platform, to get to the other side.

5

R.I.P.

Some of these platforms are like clock faces with harmful, revolving big and little hands. Patiently jump straight up over the hands as they quickly rotate your way, then move on.



6

R.I.P.

Hop on over across the next platform, then make your way up this ramp. This floating clock apparently doesn't want you to pass. It's pendulum is deadly, so wait for it to pass, then run under it.

7

R.I.P.

A couple more clock platforms to cross and you get to the end, with a Silver Shield waiting inside a chest.

8

R.I.P.

We find ourselves on the other side of the locked gate. Take out the waiting Guard, snag the Time Rune and hit the switch to be let out.

9

R.I.P.

Cross the gap, head back to where you first entered, then head to the right side of the level. Here, you'll find two more Guards and another Flying Eyeball. I know I don't need to tell you what to do.

10

R.I.P.

Walking up to this locked gate produces a clock which lowers down from nowhere. Study the big and little hands closely, as we're going to have to remember their positions in order to open the gate.

11

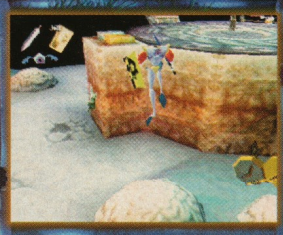
R.I.P.

Unfortunately, they are produced randomly, so you're going to have to look carefully each time. Memorize their positions with the symbols on the clock and head to these patches of brain matter.

12

R.I.P.

The brain matter is a good surface for jumping off of. Hop onto the bigger piece and loft yourself onto this huge replica of the clock we just witnessed in front of the gate.



13

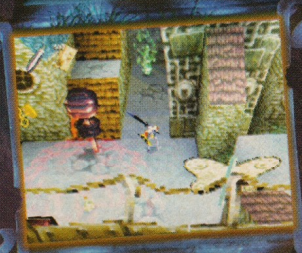
R.I.P.

Each time you hop onto the silver button, the corresponding big hand moves in one increment. The same goes for the gold button and little hand, as well. Set the clock to the correct positions you memorized to open the gate below.

14

R.I.P.

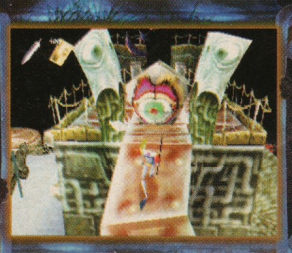
If set correctly, the gate will open and you can enter through. While you won't be able to get at that precious Life Bottle just yet, you can soak up some Energy in the Fountain around the corner to the right.



15

R.I.P.

Head back out for now and back onto the clock. Move up across the walkway and give the receptacle the Time Rune, while eyeballing the eyeball.



16

R.I.P.

Ok, now move forward, safely under the swinging pendulum when it's safe and you'll come to another locked gate and clock. Remember the hand positions.

17

R.I.P.

Head back to the clock and set it to the right time. It's back to the now opened gate we go.

18

R.I.P.

This nasty cutting device is almost impossible to avoid without taking one or two hits from its revolving scythes. Run inside after the lower arm passes, follow it around clockwise and run onto this elevating platform when the higher arm swings by.

19

R.I.P.

If you keep heading clockwise on the platform around the cutting device, you'll find this pathway. Take it.

20

R.I.P.

Pass under these swinging pendulums carefully (you can see where they are swinging by the scratch marks they've left in the floor), or avoid them altogether by hugging either side, then head to the left and under the next.

21

R.I.P.

To get onto this platform without taking any damage, wait for one of the rolling time tablets to pass by and then run in swinging. There are a couple of Flying Eyeballs and the Chaos Rune waiting on the other side.

22

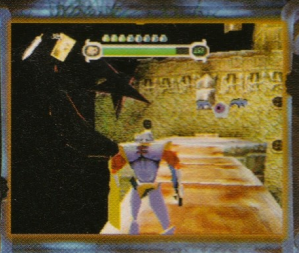
R.I.P.

Now that we have the Chaos Rune, make your way back to the cutting machine and head counter-clockwise around the top.

23

R.I.P.

Stay on the platform up top, cross over the elevating platform and you'll come to the next walkway to your right. Follow it down. We've arrived at this strange faucet-looking pipe poking out of the wall. Walk under it and jump into it!



24

R.I.P.

This sucks us up and spits us out above. The first thing you'll encounter is a Guard and a Flying Eyeball.

25

R.I.P.

Now, head up the stairs on your left and give the skull on this stone tablet a good whacking.

26

R.I.P.

This gives us three seconds to do something about those foul electric energy jets. Pick any one close by and Sword swipe it to cut off the stream, before the timer runs out.

27

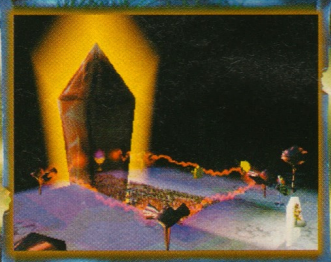
R.I.P.

Ok, first things first. Gingerly walk onto this triangular platform. It will transfer you to across the way, in order to snag the Treasure.

28

R.I.P.

Go back across and we'll figure out how to break open that large crystal that's holding the Chalice hostage. It's pretty simple really, just turn the bottom left and bottom right energy jets so that they are facing each other, like so (see map and "Puzzles" section).



29

R.I.P.

This creates a stream of electric energy in a square, piercing right through the crystal in the process. The Chalice is revealed!

30

R.I.P.

We'll have to come back to it later. Go down the stairs and to the right and you'll find the Earth Rune on this platform. Grab it, then line yourself up and do a Daring Dash, and a jump, to land onto the platform with the three gold Treasure chests way down below.

31

R.I.P.

Make your way safely back across the clock platforms and head for the gate with the Life Bottle behind it. Now that the current has been disconnected, you can safely get at it. Unlock the gate and it's yours.

32

R.I.P.

One more time to get back to the cutting device, then up the elevating platform to get to these two Guards who are blocking your way.

33

R.I.P.

Take them out, insert your Chaos Rune and we find ourselves at the train junction. This kooky-looking train will take us where we need to go. Since we don't have the Moon Rune, insert the Earth Rune into the corresponding receptacle.

34

R.I.P.

Now, turn the train by pushing the protruding platform lever around, so that the front of the train faces the gate you just opened. Be careful, don't get too close to the edge, or you'll fall in and lose some Energy.

35

R.I.P.

Now, hop over and onto the train and take a short ride to your next destination.

36

R.I.P.

These Guards are all about shooting first and asking questions never. Take them out, grab the Treasure and loft yourself up onto the next platform, via the brain matter.

37

R.I.P.

Up here, we find more Guards, a Merchant Gargoyle and the Moon Rune. Snag the Rune, then take the train back.

38

R.I.P.

Back at the junction, you'll find a bunch of Guards waiting for you. Kill 'em, put the Moon Rune in its place, rotate the train to its new position and take another ride.

39

R.I.P.

Two switches, a bunch of Guards and a Fountain of Rejuvenation wait for you here. Head down each side of the tracks to activate the switches which open the gates to the exit of the level. (You should have collected 100% of the souls by now).

40

R.I.P.

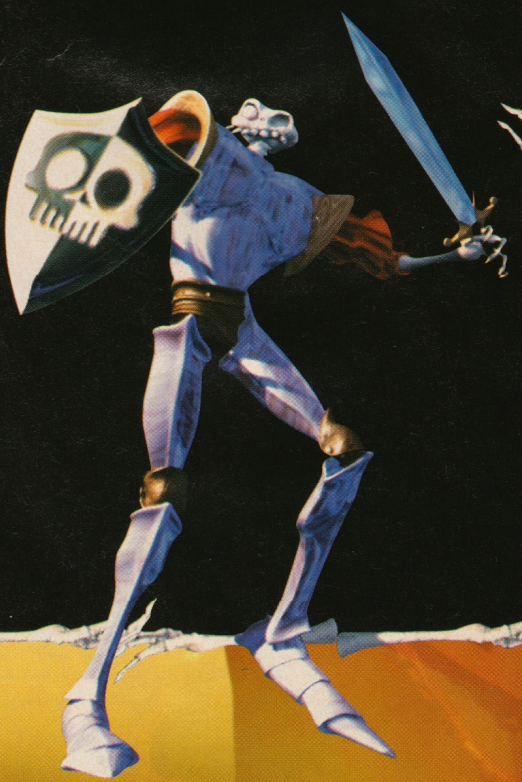
Head back to the junction and then to the faucet pipe. We need that Chalice before we leave!

41

R.I.P.

One more time to the junction and a quick rotation of the train will lead us to Zarok's Lair and the final confrontation. But, first, it's one more stop at the Hall of Heroes.

Zarok's lair



legend

RUNE STONES:
None

LIFE BOTTLES: 0

ENERGY VIALS: 0

FOUNTAINS OF REJUVENATION: 1

WEAPONS AND SHIELDS:
Good Lightning
Silver Shield

SPECIAL ITEMS:
None

ENEMIES:
Zarok's Army
Lord Kardok
Zarok

*Note: You might want to go back to one of the earlier levels, such as the Graveyard, and fill up your Energy Bottles to maximum, before taking on Zarok and his Army. You might need to do this more than once before you will have stocked up completely.

Ah, the final battle is at hand. Fortesque finally has the chance to redeem himself and be welcomed into the Hall of Heroes for eternity. Be warned: this isn't going to be an easy confrontation. Before we even get the chance to fight against Zarok, we will have to deal with his Army of Undead and a rather sinister Lord Kardok. He doesn't exactly play fair, does he?

puzzles

Puzzle 1: SURVIVING THE BATTLE OF THE UNDEAD: Before you get the opportunity to knock heads with Zarok, he sends out his armada of Undead Warriors to take you out. Before you do anything in this level, grab the Good Lightning sitting inside this chest. (1) Now, step into the heart of the arena and the Chalice magically appears, releasing restless souls who are eager and willing to join the fray. Zarok, responds with his own Army of Undead and the battle begins. The key here is to arm yourself with the Good Lightning and keep your Army at full health by spraying them with the stuff when they start to turn from green to red. Each time you use the Good Lightning, you'll lose some of your own Energy. Keep an eye on it. If you can keep your Army healthy for a few minutes, the tide will turn and your men will vanquish the opposing side. As a reward, for each good Army member left standing, you will get an Energy Vial. Scoop them all up, you'll need them. (2)

new enemies

ARMY OF UNDEAD WARRIORS: The consummate chicken, Zarok hides behind his minions. This armada can only be combated with an Army of your own.

LORD KARDOK: Lord Kardok is Zarok's bodyguard and front man. If you want to get to Zarok, you're going to have to go through him first. He rides atop a flaming skeletal horse and carries a deadly Morning Star. Avoid his magical bolts and shoot him down when his mount rears up on its hind legs.

ZAROK: Finally, the moment you've been re-living for. The final confrontation with Zarok is tougher than you'd think. This crumbling old magician has the ability to transform himself into a huge, menacing beast, and that's just what he does. Avoid all of his numerous attacks by either running circles around him or staying one step ahead of him. When he sits up on his back legs, launch a lethal barrage of Magic Bolts his way. Get set for a long, drawn-out battle.

1

R.I.P.

Now's your last chance to stock up on any last-minute items from the Merchant Gargoyle.

2

R.I.P.

Once inside the Lair, follow along the wall to the right and you'll immediately find a chest which houses Good Lightning. We're going to need this!

3

R.I.P.

To the left of the entrance is a chest with a Silver Shield in it. We don't need it, since we have Sturnguard's Gold Shield.

4

R.I.P.

Head for the emblem in the heart of the arena and the Chalice magically appears — so does Zarok. He sends out his Armada of Undead, but you've got your own Army of Warriors to back you up.

5

R.I.P.

The battle ensues. This is not your fight, Fortesque. Your job is to keep your Army healthy. Equip Good Lightning from your weapon inventory and get ready.

6

R.I.P.

Your fighters will go from green (healthy), to yellow, to orange (not so healthy), to red (on their death bed). Give them a shot in the arm by zapping 'em with your Good Lightning when they need it.

7

R.I.P.

Doing this comes at a price, and your Energy will deplete as you keep their's up. Use it wisely and sparingly.

8

R.I.P.

Eventually, the tide of battle will turn, and your Warriors will defeat Zarok's Army. For each Warrior left standing, you will get an Energy Vial. There are a total of nine, if they all survive.

9

R.I.P.

Next, Zarok sends out Lord Kardok, a Morning Star-swinging Dark Knight riding atop a flaming skeletal horse.

10

R.I.P.

First, equip your Spear and start shooting. He's only vulnerable when his horse rears up and he shoots at you. Try and avoid his bolts, while firing back with some of your own.

11

R.I.P.

In between, he'll try and chase you down and trample you, use your Daring Dash to stay out of the way.

12

R.I.P.

Eventually, his horse will rear up and he charges up his Morning Star. This can't be good.

13

R.I.P.

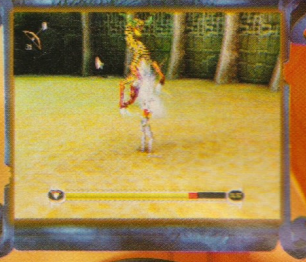
While he might even be more deadly with this thing, at least he is now vulnerable, most of the time, to your attacks at any time. Cut him down as much as possible, while avoiding his advances.

14
R.I.P.
If you run out of one projectile, opt for another. Just save your Magic Arrows for the final battle with Zarok.

15
R.I.P.
Eventually, after repeated attacks, Lord Kardok goes down with a bang.

16
R.I.P.
Zarok, extremely frustrated, disappears in the back and you hear a bit of rustling going on. What's he doing? Whoa! He's transformed himself into a huge beast!

17
R.I.P.
Equip your Magic Longbow and the battle starts! Like Lord Kardok, Zarok is only vulnerable when he rears up on his two hind legs. That's your cue to start shooting at him with your Magic Bolts.



18
R.I.P.
In between, he will try and ram you...

19
R.I.P.
...or pounce on you...

20
R.I.P.
...or shoot at you by sneezing out some vile, harmful snot.

21
R.I.P.
Just keep running away from him until he pauses his attacks and gets back up on his hind legs.

22
R.I.P.
Eventually he tires of this approach and ditches subtlety for the more direct approach. He forms a glowing orange energy field around himself and tries to mow you down. I suggest you stay one step ahead of him.

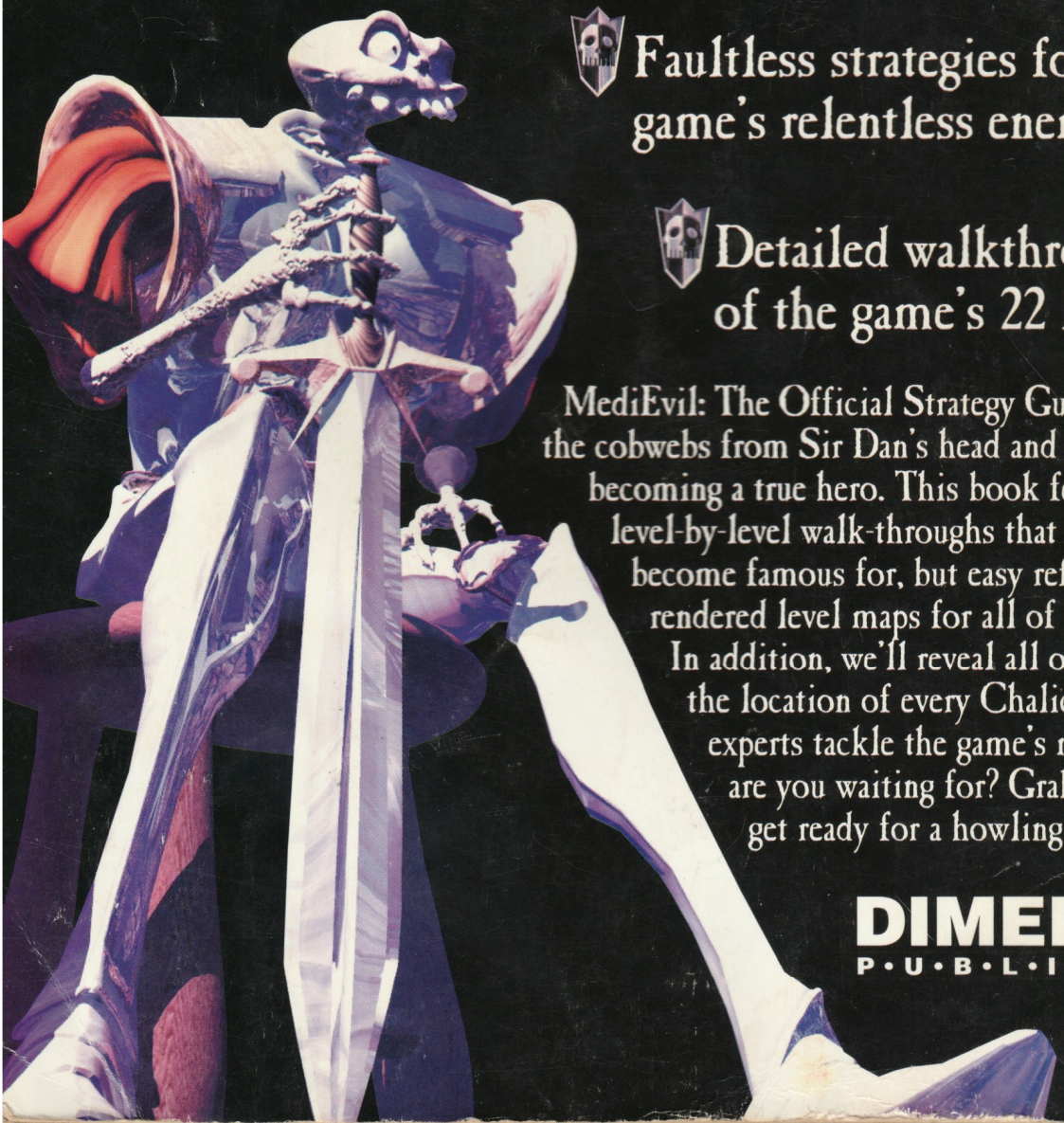
23
R.I.P.
This too does pass and he goes back to his old approach, just keep it up and you'll finally wear him down to the bone.

24
R.I.P.
With his final collapse, his magical Lair topples down on top of him. Watch as our friend Fortesque — the true hero — run for the exit.

25
R.I.P.
Congratulations! You've saved the day and restored Gallowmere back to peace and tranquility. Now you can finally rest in peace, eternally in the Hall of Heroes. You deserve it!

Looking for a little help in the after-life?

- Expert solutions for every mind-boggling puzzle you'll encounter.
- Every Chalice of Souls revealed.
- Ultra-detailed, high resolution maps of each of the game's 22 levels, with every item and weapon shown in its proper location.
- Written by Greg Off, Editor-in-Chief of PSExtreme Magazine.
- Faultless strategies for taking on the game's relentless enemies and bosses.
- Detailed walkthroughs for each of the game's 22 levels.



MediEvil: The Official Strategy Guide can help! Let us help shake the cobwebs from Sir Dan's head and get you on the path to becoming a true hero. This book features not only the thorough, level-by-level walk-throughs that Dimension Publishing has become famous for, but easy reference tips, strategies and CG-rendered level maps for all of MediEvil's 22 levels as well. In addition, we'll reveal all of the game's numerous secrets, the location of every Chalice of Souls and how the experts tackle the game's many devious bosses. So, what are you waiting for? Grab the game, buy the book and get ready for a howling good time.

DIMENSION
P·U·B·L·I·S·H·I·N·G

PlayStation